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VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

INDEX

If you would rather play with a minimum of assistance, the guide's comprehensive Index can be used to jump to a topic of interest whenever you need a hint or specific piece of information.

UPDATE NOTICE

We have taken every step to ensure that the contents of this guide are correct at the time of going to press. However, future updates to Uncharted 3: Drake's Deception may contain adjustments, gameplay balancing and even feature additions that we cannot anticipate at the time of writing.

FOREWORD

Following the success of Uncharted 2, we here at Naughty Dog knew we had quite the task ahead of us. Where do we go from here? What is the next adventure? Where is Drake headed? It turned out that our destination was the desert, stopping by a few choice locations on the way.

The team that I have the honor of working with has poured everything and more into this game. We hope that you enjoy the new locations that Drake gets to explore, and the characters that he runs into along the way. And once you are done with the main story, check out the extensive multiplayer options that we have added this time around.

When the time came to start work on the strategy guide, we knew we wanted to partner with Piggyback; they believe very strongly in one of our core values:

ATTENTION TO DETAIL.

It is something that we pride ourselves on at Naughty Dog, and something that we take very seriously. We try to be as authentic to the characters we create and the places that they visit, to show them the respect that they deserve. And Piggyback has done the same with this guide. This is the no-holds-barred guide, with every piece of info you could ever want on Uncharted 3. Story breakdowns, maps, puzzle solutions, multiplayer strategies, and more – it's all in here. Outside of the Naughty Dog office, there is no more-definitive tome of Uncharted 3 lore.

On behalf of all of us here at Naughty Dog and Piggyback, welcome (or welcome back) to the world of Nathan Drake. Make sure you buckle up; it's a hell of a ride.

Justin Richmond
Game Director

PRIMER

For those who have yet to enjoy an entry in the Uncharted series, this short opening chapter offers an introductory crash-course in common gameplay concepts, controller commands and other topics of note. Players familiar with Nathan "Nate" Drake's previous adventures (Drake's Fortune and Among Thieves) can skip it entirely if they so wish, or enjoy a cursory read to refresh their memories and learn new techniques in advance.

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ESSENTIAL GAME CONCEPTS

This section is designed to complement the brief tutorials and on-the-spot guidance offered throughout the opening chapters of Uncharted 3: Drake's Deception's single-player adventure. If you're keen to just leap into the game and learn for yourself, by all means do just that: the advice we offer here will be waiting should you need it.

Certain abilities encountered in the single-player game function in a different way or do not appear in competitive online play. Our guide to multiplayer-only controls and concepts begins on page 170.

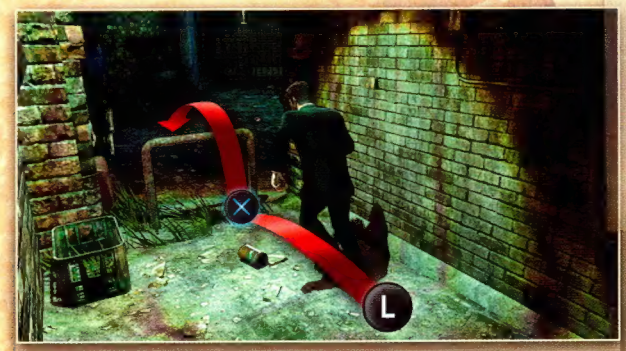
MOVEMENT & ATHLETICISM

Though Drake may not move with the grace of a Russian gymnast, and his individual form and style may be raw and unconventional, he's actually a deceptively accomplished athlete. Death-defying leaps and perilous climbs represent a large part of the fun in Uncharted 3: Drake's Deception, so it's useful to gain a solid level of competence at an early stage in the adventure.

Basic Movement

Use L to make Nate walk (slight inclination of the stick) or run (full extension). Unless the staging of a particular scene or set-piece dictates otherwise, R controls the game camera. You will benefit from using this to scour the environment for potential paths, dangers and collectibles as you move, so try to acquire the habit of using it in this manner. If you tend to focus exclusively on the path directly ahead, there's no telling what you might miss. A useful trick is to press ✣ to instantly orient Drake in the direction that the camera is facing.

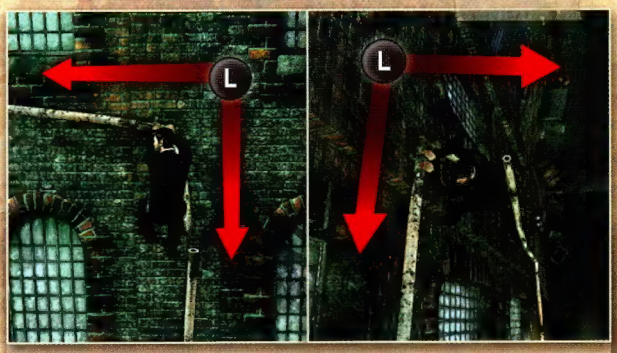
Climbing & Jumping



Press ⊗ to instruct Nate to vault low obstructions (such as walls and debris) as he encounters them. If you tap the button just as you run within range, it's possible to negotiate barriers while barely breaking stride. This is useful during combat, or when time is otherwise of the essence.

Press ⊗ to make Nate jump in a direction specified by L. These are context-sensitive, so you'll generally find that he'll hop small gaps and save full-blooded leaps for crossing perilous expanses. The appropriate timing for the button press is dependent on the size of the gap. For longer leaps, try to delay until his feet reach the end of a surface. If Nate cannot land on his feet, he will automatically grab any suitable handhold in range.

Unless you direct Drake over a ledge, ⊗ is always used to initiate a climb. Approach an appropriate surface (from ledges to ladders, ropes to rocky outcrops) and tap the button to jump and grab as applicable. ⊗ is also employed to make Nate pull himself up onto a surface above.



The directions you specify with L must generally correspond with the current position of the game camera, not Nate himself. As a rule, climbing is always easier and more intuitive if you position the camera to face Nate's back.

Press ◎ while climbing to release Nate's grasp on a surface and drop, ideally to a safe position below. Note that he will automatically grab available ledges as he encounters them. You can also use this to lower him from a standing position above a drop to hang from a ledge, or begin a descent via a ladder or rope. Hold ◎ to drop without grabbing any intervening surfaces as Nate falls.

Advanced Climbing

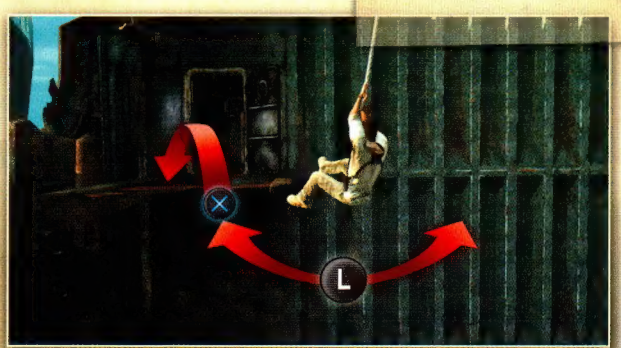
When you suspect that Drake may be required to partake in an extended bout of climbing, take a moment to identify the potential path and plan your route in advance. Climbing is a far more approachable endeavor than newcomers might expect. The key controls are L1 for movement and to direct leaps, ⊗ to implement jumps between positions, and ◎ to release Nate's grasp to drop to a lower ledge or solid ground.

Hold L1 and press ⊗ to jump to the opposite side of a ledge: through a hole in a wall, or from one side of a sign to the other.

While climbing, Drake will extend an arm to indicate that he can jump to a surface or climbing element if you hold L1 in its direction. You do not need to wait for these gestures: they simply make it explicitly clear that a jump is feasible, and indicate the direction that Nate will move in.

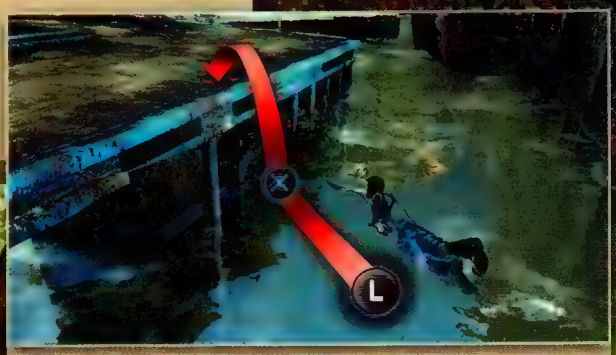
Use L1 to build momentum while "wall running" on a rope or chain, and ⊗ to jump. You can also stop to adjust Nate's vertical position to better suit the jump required to reach the next part of a climb.

Tilt L1 forward to build momentum as Nate swings from a pole, then ⊗ to jump. Note that you can swing between closely positioned poles or beams with L1 alone.



On hanging ropes or chains, tilt L1 forward and backward to build momentum, left and right to change the direction of a swing, and ⊗ to leap.

Swimming



Use L to direct Nate while swimming. Press ⊗ to grab a ledge or surface within reach to climb out. Nate cannot use his long gun while swimming, but he can draw and fire his pistol (see Aiming & Firing on page 12) and throw grenades.

Press ◎ to dive. Nate will automatically return to the surface after a second or two, but will submerge long enough to move under an obstruction or begin an underwater swim. You can also hold ◎ while moving to glide just below the surface for a few seconds, which can be useful to evade detection.

COMBAT

Though fights that occur during the early chapters of Uncharted 3 tend to focus on teaching basic techniques, and therefore play out in a particular way, most of its battles can be tackled with a wide range of tactical approaches. With melee combat, stealth takedowns, two weapons and grenades as your basic tools (not to mention interesting ways to use features in the environment), each confrontation of note offers countless opportunities for improvisation. This section is focused on introducing broad concepts and button commands, while the Walkthrough chapter offers guidance on how to survive major encounters efficiently – or, better still, triumph with great style.

Damage

When Nate sustains injuries during combat, visual effects are used to express the nature and severity of the harm caused. Nate will automatically "heal" (and the visual indicators fade) if you can avoid further damage for a short period of time.

The first effect is the appearance of red "blood flare" effects on the borders of the screen. These communicate two vital pieces of information: the approximate direction that a damaging effect arrived from (most crucially bullets, but also blasts and physical blows), and the relative degree of injury sustained. The more pronounced the effect, the greater the damage an attack has caused. Learning to read these cues can give you an extra split-second to escape death, especially when an unseen enemy is attacking Nate from an off-camera position.

The second visual effect is gradual palette shift to grayscale; the color washes from the screen to indicate critical danger. The final stage before death (and a return to the previous checkpoint) is accompanied by a distinctive heartbeat sound effect. This is a prompt to seek refuge immediately.

Weapons & Ammunition

Drake can carry two firearms at a time: one long gun and a smaller pistol. Later in the story, he can also collect and use grenades. Press △ while standing in close proximity to a weapon to collect it; a pop-up icon at the bottom of the screen will show details of the potential exchange.

Tap ✣ to select Nate's long gun, and ✣ to pick his pistol. While aiming with L1, △ offers a convenient way to toggle between your two firearms without contorting your left hand to reach ✣. The pop-up display in the lower portion of the screen offers information on Nate's current ammo stocks. A HUD element featuring Nate's current firearm, ammunition (with a gauge displaying his current clip) and grenades appears in the top left-hand corner of the screen whenever a weapon is drawn.

Tap R2 to reload. Though Drake will automatically perform this action when a gun is out of ammunition, this delay can be perilous during pitched battles. If it isn't possible to duck into cover to change a clip, it may be wiser to switch weapons. Ammunition is collected by pressing △ when you are close to a weapon of a type that you are currently holding; an onscreen prompt will appear when this is possible. You only need to press the button once to collect all ammunition of this variety within range.

Aiming & Firing

Hold L1 to draw Nate's current weapon, and use R to aim. Pressing L1 will always cause Nate to point his weapon in the direction that the game camera is facing. You can still move Nate with L while aiming, but at a vastly reduced speed, so a good combat technique is to "pre-aim" by swiftly orienting the camera to place an opponent at approximately the center of the screen before you line up a more precise shot.

Most long guns have a slight zoom function as standard, with a handful possessing a dedicated "sniper mode". To activate this, click R3 while aiming. While swimming or hanging from ledges, poles or beams, note that Nate can only draw and use his pistol.

With L1 held, click L3 to alternate the game camera between positions overlooking Nate's left and right shoulders. This simple yet invaluable feature enables you to get a clear view of the area ahead while rounding corners or moving from behind obstructions.

Press R1 to "blind fire". Nate will shoot in the direction that the camera is facing, with a target marker appearing to show the approximate direction that shots are travelling in. From a stationary position, he will turn or rotate in order to make a shot; while moving, he will "run and gun", twisting his body to fire while maintaining the bearing specified on L. There is a degree of auto-aiming at very close range, which is especially effective with shotguns and automatic weapons.

Cover & Evasive Maneuvers

Tap ◎ when Nate is close to a suitable barrier to take cover. If there is more than one cover spot within range, use L to direct him to the desired place of refuge or concealment. It's also possible to slide or "snap" into cover while running towards an appropriate surface if you press ◎ in advance. While in cover, use L to move behind the barrier, or face in a particular direction. Nate will remain locked to the surface and can move laterally. Tapping ◎ or pressing L away from a surface will cause him to leave cover.

While locked to cover, hold L1 to emerge and take aim; release the button to withdraw to safety. You can also blind fire using R1 to avoid presenting your assailants with a clear target, though this is only efficient against enemies in close proximity (and, in particular, those attempting to rush Nate's position).

At the edge of a barrier, you can hold L and tap ◎ to move swiftly between adjacent cover positions. If you need to make a dash for a more distant place of refuge, or charge an enemy position, you can use the same commands to make a swift sprint from cover into open space. With low barriers, you can also hold L and tap ⊗ to vault over them. To move around an "external" corner, hold L towards the side of the cover you want to move to, and press and hold ◎. To move around an "internal" corner, press tightly up against the corner, release L, and then tap it in the direction of the transition you wish to make.

When in motion, tap ◎ to perform a dive and roll in the direction specified with L. This can enable Nate to avoid projectiles and sniper beams, or escape the full force of an explosion. It pays to be precise in your use of L: if Nate is close to a surface, be careful to avoid accidentally locking him to a cover position.

Adversaries

Nate will encounter a wide variety of opponents during the course of the story, with distinctive enemy archetypes defined by their favored weapons, resistance to damage and unique approach to combat. We will introduce each enemy variety throughout the walkthrough, and offer additional tactical insights in the Reference & Analysis chapter.

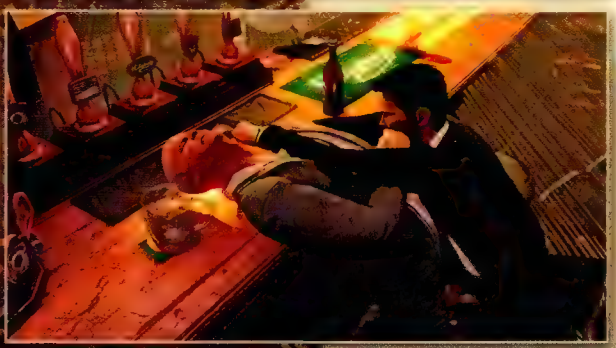
While it's generally good practice to exploit enemy weaknesses, be wary of wasting ammunition or putting Nate in harm's way in search of headshots (or any other similar vulnerability). Though body shots are less efficient, requiring more ammunition per kill, they briefly "stun" most enemies, thereby preventing them from returning fire. A missed headshot, by contrast, represents an entirely wasted bullet.

Whenever a battle begins, a smart tactic is to take cover and briefly appraise the forces ranged against you. There are many different enemy archetypes, and you'll find combat much easier if you learn to recognize specific varieties on sight. In the situation pictured here, for example, experience will reveal that the thug wielding a shotgun will be inclined to rush towards Nate's position. You should also acquire the habit of noticing audio cues. Pay attention to the distinctive report of each weapon type when enemies fire. In close confines, for example, it's good to know that the man lying in wait at the end of a corridor is armed with a shotgun, and to revise your tactics accordingly. Enemy shouts can also reveal a great deal about their intentions, so don't make the mistake of regarding it as mere ambient combat chatter.

Melee Combat

Press □ to perform a melee attack when in close proximity to an adversary. Tap the button repeatedly to perform a combo assault. If an opponent has been sufficiently weakened by gunfire, a single melee attack can be used to secure an instant KO. If an enemy winds up to attack during a fistfight, you have a split second to judge if Nate needs to counterattack an incoming blow (press △), or if he has time to forestall a riposte with another punch (press □). Observe your opponent carefully in these situations. If they are clearly in the process of executing an attack, it's always safer to opt for a counter.

Tapping ○ and tilting L will make Drake quickly grab a nearby opponent, and then hurl them in the corresponding direction. This can be used to throw enemies off edges or to temporarily disable multiple opponents at once in group brawls. If an opponent grabs Nate during combat, press ○ repeatedly to escape their clutches. Should another adversary move in to attack while he is restrained, press △ to strike out at them.



Melee combat is context-sensitive, with many different ways to take opponents down based on the position of Nate and his current opponent. You can achieve quick knockouts by backing opponents up against surfaces, push them from ledges, and even (automatically) pick up and use certain improvised weapons within reach. Melee counterattacks can lead to interesting context-specific finishing moves. In one of the more spectacular examples, Nate pulls the pin from a grenade carried by his opponent. When this occurs, be prepared to swiftly roll away from the blast…

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Grenades

Grenades play no part in the earlier chapters of Uncharted 3: Drake's Deception, but become an integral component of combat encounters once introduced later in the story.

- To perform a lofted grenade throw, hold L2 and use R to aim and see the impact point. Drake will toss the grenade when you release L2. This is perfect for dropping a grenade in a precise position (such as onto a surface above Nate's current elevation, or to plant it behind a cover element), though the speed and range of the throw is low. When you pick up a propane tank, the aiming and throwing maneuver is the same – after throwing the tank, quickly tap R1 to shoot it and cause an explosion.

- To quickly aim and throw a grenade, start by holding L1, then tap L2 to hurl it in the direction Nate is facing. The flat trajectory of this throwing style is perfect for short-to-medium range engagements, especially if your opponents are in the open. You can aim above your intended target to propel grenades over greater distances, though this takes practice to perfect.

- To "blind throw" a grenade in the direction Nate is facing, just tap L2. This imprecise but immediate action can be useful to deter (or, for that matter, detonate) an advancing foe.

Whenever a grenade is thrown (including those used by Nate himself), a small icon appears onscreen. This is accompanied by an arrow that indicates the position of the grenade in relation to Nate. Grenade icons flash rapidly when they are first thrown. The exact hue of the icon outline gives an approximate indication of how close they are: darker shades suggest distance, lighter shades very imminent danger. The beeping of the timer tells you how long remains before the device detonates.

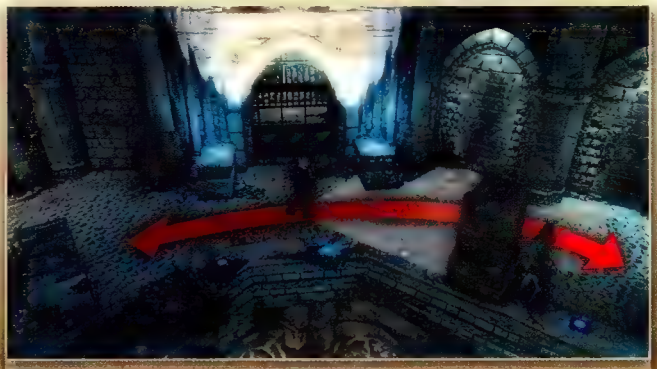
If a live grenade lands at Nate's feet, you have the possibility to hurl it back rather than attempt an evasive maneuver. When a grenade throwback is possible, a △ prompt and an accompanying gauge appear. Tap the button as the marker passes through the white zone, and Nate will propel it to a safe distance before it explodes.

STEALTH

Uncharted 3: Drake's Deception does not feature enforced "stealth" sections: instead, the decision to disable opponents silently is entirely at your discretion. Not merely an enjoyable challenge, there are occasions where this approach can make a subsequent battle far easier. Conversely, an ill-judged attempt to infiltrate enemy lines can lead to a sudden and untimely end.

Even if you lack the patience or inclination to tackle multiple opponents without raising the alarm, a little subtlety can enable you to move to a suitably defensible position before the outbreak of hostilities. If Nate's supply of ammunition is low, or his weapons unsuited to the confrontation that lies ahead, you could also attempt to acquire necessary equipment before announcing your presence.

Enemy Awareness



From a suitable place of concealment, study the movements of potential adversaries and formulate a plan of action. Remaining silent is important, granted, but it's most pivotal to remain unseen. Though not expressed visually, each enemy has a field of vision that encompasses a set distance. With time, you'll acquire the knack of intuiting the full extent of this. Generally, though, common sense rules prevail: an opponent will not see Nate if he is facing away from him.

Silent Takedowns

To disable an opponent with a stealthy melee attack, approach them carefully (use a slight inclination of L to sneak) and tap □ as you move within range to initiate a near-soundless assault. Silent takedowns are context-sensitive, so the exact nature of attack used depends on the location of Nate, the victim, and the environment that surrounds them. For example: from cover, he can reach over a low barrier and pull his target over it, or grab an opponent as they walk alongside his place of concealment. From a hanging position, he can reach up and pull an unwitting enemy over the edge, or release his grip to fall down and flatten an assailant with a drop attack.

In addition to the obvious benefits of a silent kill, opponents defeated with stealth attacks may relinquish more than one weapon, or a firearm with a greater quantity of ammunition. They may even leave a grenade behind. Items awarded due to a stealth attack are marked with a distinctive blue "ninja" icon.

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INTERACTION & PUZZLES

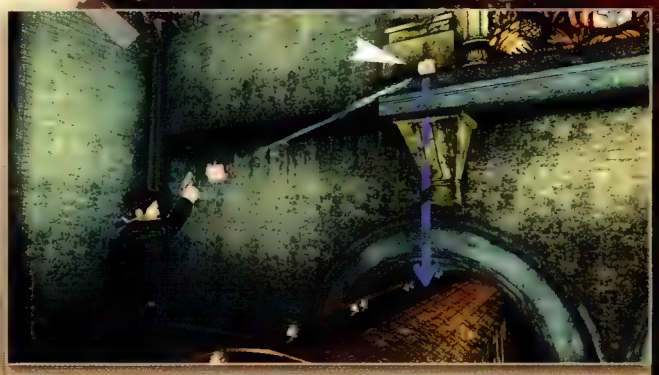
From identifying and opening hidden passageways to unlocking the secrets of elaborate antique contraptions, Uncharted 3 features a number of fascinating puzzles. Some are minor, requiring that you find the solution to a simple problem (such as pushing an object into position to reach a higher platform). Others are significantly more challenging. Our Walkthrough chapter offers hints for players who would prefer to solve each conundrum with a minimum of assistance, and complete solutions for those who find themselves utterly confounded.

An onscreen prompt will appear whenever Nate is close to a point of interactivity, be it a door or key element of a puzzle mechanism. Press the specified button to have him perform the necessary action. If the icon is animated, you must tap it repeatedly. In certain instances, Nate's journal contains information that will enable you to solve a puzzle. Press SELECT when the icon appears to open it, then use R to flick through the pages to reach the required notes.

TREASURE HUNTING

Like its two predecessors Uncharted 3: Drake's Deception's single-player game contains a wide variety of Treasures, collectible items hidden within the locales visited during the story. In addition to scratching a completionist itch, picking up Treasures will secure you several Trophies awarded for specific collection milestones. Note that Treasure acquisitions are saved automatically: even if Nate perishes before hitting a subsequent checkpoint, there is no need to collect one again.

Unlike previous games in the series, Treasures have a physical form, though there is still a "glimmer" effect to attract your attention. To collect them, press △ when the onscreen prompt appears.



Many Treasures are quite fiendishly concealed in lofty positions, attached to any type of surface. Unless there is a way to physically reach and collect them, it's often necessary to use a weapon to dislodge an antiquity, then run to its landing place to collect it. We reveal the location of all Treasures throughout the walkthrough, and offer a handy checklist in the Reference & Analysis chapter.

USEFUL FEATURES

CHECKPOINTS & SAVING

Uncharted 3: Drake's Deception employs a considerate and unobtrusive checkpoint system that records your progress at regular intervals. Some may find the lack of direct notification a little disconcerting, but it's usually safe to assume that a behind-the-scenes autosave will occur at the start or conclusion of a battle, at a milestone in any extended climb, or with the close of any cinematic interlude of note.

You can manually save your progress or load a saved game via the pause menu at any time during play, though these functions are temporarily disabled during cutscenes.

HINT SYSTEM

At many points in the adventure, a distinct icon will appear to prompt you to press and hold ✣. This is employed primarily to draw your attention to a place or event of note, such as Nate's next destination.

If you linger in one area without making significant progress, or appear to be lost, the same prompt and button press can provide short instructive hints. Purists seeking to complete a first playthrough without such assistance can disable these tips in the Game section of the Options menu.

DIFFICULTY LEVEL

Drake's Deception is not a game that seeks to punish players for momentary lapses in judgment or digital dexterity. That's not to say that it isn't on occasion highly challenging, especially on higher difficulty levels: just that each trial of note is carefully pitched to test your mettle, not your patience.

On higher difficulty levels, the accuracy of Nate's opponents and the damage they deal increases, grenade timing is tighter; and the amount of damage that his allies deal is reduced. The opposite is true on lower difficulty levels. The damage that Nate inflicts with bullets, blows and blasts is also scaled to your current setting.

For most players, the default Normal difficulty level will be just fine. If you find that combat encounters are too demanding or protracted, consider dropping down to Easy. The Very Easy setting has been created for players with little or no gaming experience, though it's also useful if you need to speed through a chapter to find a Treasure missed during an earlier playthrough.

If you have beaten both previous games in the series on more than one occasion, or have extensive Uncharted 2: Among Thieves multiplayer experience, we recommend that you begin on the Hard setting. Completing all chapters on Hard unlocks the Crushing setting.

PAUSE MENU

Press START at any time to pause the action and access the following menus:

- The **Options** menu can also be accessed at the main menu.
  - Visit the **Game** screen to change the current difficulty setting, enable or disable subtitles, and toggle hints on or off.
  - The **Controls** screen is used to fine-tune your controller configuration. If you prefer to invert vertical or horizontal stick input, this will be an early port of call.
  - The **Display** screen is used to adjust brightness. The Aim Dot and Uncharted TV options are exclusive to the multiplayer mode.
  - Finally, visit the **Audio** screen to adjust volume levels and configure sound output to suit your home setup.
- The **Bonuses** menu allows you to study Treasures and pore over statistics for your progress to date.
- The game's autosave system keeps track of your progress as you hit checkpoints, but you can use the **Save Game** and **Load Game** options to manually store your position or return to a save created earlier. If you find yourself in an awkward position, use the **Restart Checkpoint** option to jump back to the last autosave.
- **Quit to Main Menu** will save your progress up to the last checkpoint before returning you to the front-end menu.

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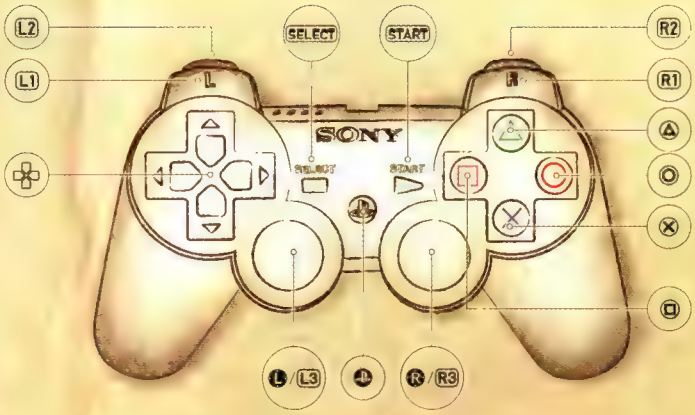


Controller Commands

Button	Function
L	♦ Movement
R	♦ Adjust camera
⊗	♦ Jump ♦ Pull Drake up onto a surface above ♦ Certain contextual interactions when a ⊗ prompt appears onscreen
○	♦ Take/leave cover ♦ With L: roll in specified direction ♦ Standing above a ledge: roll, drop and grab ledge ♦ Climbing: drop to lower ledge. Hold button to drop past all intervening ledges while falling ♦ Melee combat: press to grab opponents and tilt L to throw them in the corresponding direction. Press repeatedly to escape from a grab
△	♦ Press to exchange weapons when an onscreen prompt appears and to collect ammo for your current weapon(s) ♦ Frequently used for interactions with the environment (opening doors, operating mechanisms) ♦ Throw back a grenade ♦ Pick up or drop a propane tank ♦ Melee combat: If an enemy winds up to attack, tap to counterattack an incoming blow ♦ With L1 held: swap between pistol and long gun
□	♦ Melee attacks ♦ Press repeatedly to perform combos ♦ Stealth attacks (context sensitive)
L1	♦ Aim current weapon
R1	♦ Fire current weapon
R2	♦ Reload current weapon
L2	♦ Throw grenades or propane tanks ♦ Hold button to aim a slow lofted grenade throw, then release to hurl the explosive ♦ Tap button to "blind throw" grenades towards the center of the screen ♦ Press button with L1 held: flat, fast throw aimed towards crosshairs
L3	♦ Toggle camera between left and right shoulders while aiming (with L1 held)
R3	♦ Activate weapon aiming zoom
✣	♦ Tap to draw Nate's pistol
✣	♦ Tap to select Nate's long gun
✣	♦ Hold the button to look around. Nate will constantly face the direction specified with R ♦ Hold to view points of interest when the ✣ icon appears onscreen; also used to reveal clues with a similar prompt
START	♦ Pause the game
SELECT	♦ Open Nate's journal (not available while Drake is in combat)

THE STORY SO FAR
Before you begin Drake's Deception...

UNCHARTED:

"You can't defile an empty coffin."

In a boat off the coast of Panama, reporter Elena Fisher records footage of Nathan "Nate" Drake as he retrieves the coffin of legendary explorer Sir Francis Drake, believed to have been buried at sea some 400 years previously.

Nate, who claims to be a direct bloodline descendant of Sir Francis (a point Elena disputes – history documents him as dying without an heir), opens the lead casket to find not dry bones amidst the ballast, but a sealed strongbox. Elena is surprised, but Nate clearly anticipated this. Opening the box, he triumphantly retrieves a small, leather-bound journal. Inside, every page is covered with hand-drawn charts, illustrations and notes in a fine 16th-century script.

Though Elena's company paid for the expedition, Nate has no desire to share this prize ("The deal was for a coffin"), much to the reporter's annoyance. Before the argument can develop, Nate is alarmed to spot incoming boats, and the pair are forced to fight off an attack by pirates. Though the onslaught is repelled, their boat is destroyed. They are rescued from the ocean by Victor "Sully" Sullivan: Nate's cigar-chomping friend and business partner.

"We're gonna have every two-bit scumbag in the world racing us to this treasure, unless we cut her loose right now."

At a dock on a tropical shore, Elena talks to her irate producer on a cellphone as Nate and Sully discuss Drake's journal. To Nate, it confirms a longstanding belief that the explorer faked his death.

"When Drake sailed into the Pacific," Nate explains, "he took the Spanish fleet completely by surprise. He captured their ships, he took all their maps, their letters, their journals – and he recorded everything in this diary. But when he got back to England, Queen Elizabeth confiscated all of his charts and logbooks – including this one – and swore his entire crew to silence. Y'see, Drake discovered something on that voyage, Sully – something so secret, and so valuable, they couldn't risk it getting out..."

With unconcealed glee, Nate presents to Sully the final page of the journal: a meticulously detailed map of an area in the Amazon, complete with coordinates, and one location highlighted: El Dorado! The lost city of gold...

With a prize this large at stake, Sully persuades a reluctant Nate that they should abandon the reporter – and their boat roars away as the furious Elena pounds along the dock in pursuit.

"We're four hundred years late for this party."

One week later, deep in the Amazon, Nate and Sully enter an ancient pre-Incan temple at the coordinates marked in Drake's journal. They find walls lined not with gold, but embedded skulls. This is a place where death was worshipped.

Tracing reliefs once inlaid with precious metals and fine jewels, now scarred by scrapes and pitted holes that bear witness to long-past plunder, Nate observes that the temple was picked clean centuries before. A 16th-century conquistador's helmet found in the rubble suggests that the Spanish arrived before Drake. Sully is furious: he's deeply in debt, and has no use for such common-or-garden antiquities.

Deeper inside the temple, the duo reach a final chamber with an empty dais: a platform where something of great importance once stood. Studying a ruined wall relief, they learn that El Dorado was not a city, nor even a temple, but a huge golden idol of incalculable value. The Spanish, they reason, must have dragged it from the temple on cut logs. Nate and Sully set out to follow the centuries-old tracks.

DRAKE'S FORTUNE

"Now where did you get this, my decomposing friend?"

On leaving the temple, Nate and Sully behold an incredible sight: a World War II-era German U-boat perched in a shallow pool above a waterfall.

Sully is spooked: "Something about this feels kinda hinky," he mutters.

Nate, less so: "Hinky? You act like you've never seen a German U-boat in the middle of the jungle before."

Nate volunteers to go on board alone. Realizing that he must swim to reach the entrance, he hands Drake's journal to his partner. Inside, he finds a mummified crewman with pockets filled with 16th-century Spanish coins. Further into the vessel he arrives in private quarters where a skeleton in a captain's uniform lies with a Luger pistol by its side. Judging by the tears in the decayed cloth, the bunk sheets behind splattered and stained with blood, Nate remarks that the captain appears to have been torn to shreds.

Searching the corpse, Nate finds a map on a piece of paper with a tear matching a missing page in Drake's journal. On a nearby desk lies another map. Nate realizes that the shorelines match: both document the location of an uncharted island in the South Pacific. Making a note of the coordinates, and alarmed by Sully's sudden radio silence, he returns outside.

"Manners, young man. This is just business."

Nate finds Sully held at gunpoint by armed mercenaries in the employ of Gabriel Roman and his right-hand man, Atoq Navarro. Sully, it transpires, owes Roman a substantial sum of money, and used the promise of "the find of a lifetime" as collateral to buy more time.

Roman takes the German map from Nate (though is unaware of the other copy), and seems poised to execute him; when Sully intervenes, he is shot in the chest and crumples to the ground. As an apoplectic Nate is restrained by Navarro, a torpedo he disturbed on his journey through the U-boat detonates, knocking everyone from their feet.

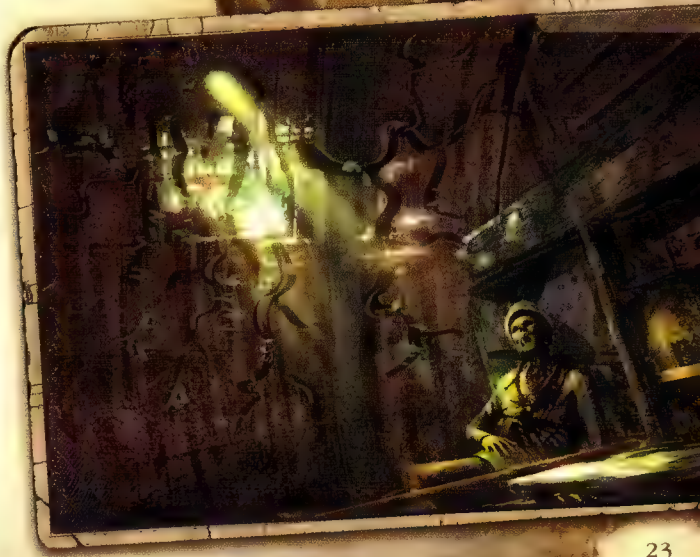
In the momentary confusion Nate escapes, bullets whistling around him as the mercenaries give chase.

ROMAN & NAVARRO

"I'm a good enough reporter to follow a couple of no-luck tomb robbers."

Returning to the temple entrance, two arms reach out to grab Nate's shirt and haul him behind a pillar. He turns to swing at his attacker – only to recognize his assailant as Elena. He drops his guard... and is rewarded by a sharp punch to the face.

Though furious about the earlier abandonment, Elena softens as Nate explains that Sully is dead. Together, they escape the mercenaries. Nate speculates that the Spanish moved El Dorado to the island marked by the coordinates found on the U-boat, and were followed there by Sir Francis Drake. Though aware that Gabriel Roman and his personal army may lie in wait, they resolve to continue their pursuit of the ancient treasure.



"Oh, crap! We're on fire!"

As Nate and Elena fly above the South Pacific island, their seaplane is buffeted by anti-aircraft fire. Forced to parachute to safety, the pair are separated. After a rough landing due to a faulty parachute, Nate regains consciousness in the branches of a tree. He fights through a rag-tag but heavily armed cohort of pirates evidently sent to search for survivors, and retrieves Drake's map from the plane's cockpit. Spotting Elena's parachute flapping in the distance on a cliff-top fort, he sets off to find her.

"I know I'm not a big-time treasure hunter like you, but I doubt you're gonna find El Dorado in there."

After further skirmishes with pirates and a perilous climb on the exterior wall of the fortress, Nate is knocked out by an explosion. He is later awakened in a jail by Elena outside the small cell window. She observes the composition of the wall, and remarks that it would take little effort to tear it down. She disappears as Eddy Raja, leader of the pirate forces on the island, arrives to question Nate.

Raja and Nate are old acquaintances – but far from friends. The pirate captain has Drake's map and suggests that Nate lead him to the treasure.

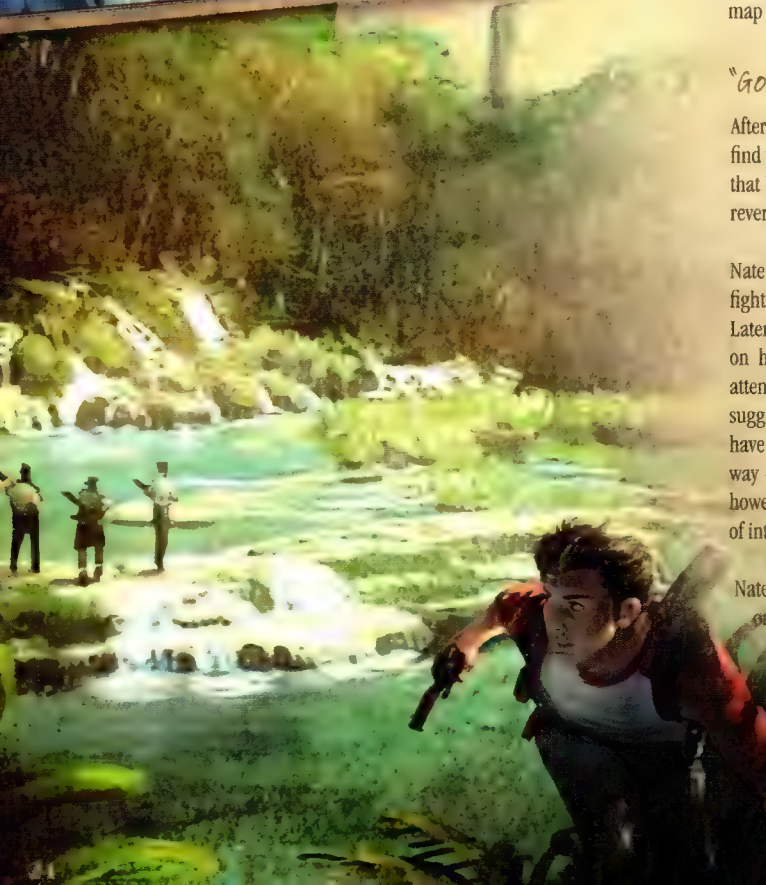
Nate chuckles humorlessly: "Is that it? Is that my deal? Die now, or help you and die later. It's a tough call, but you know what? I'll take 'die now'."

Raja is furious: "Tai kamu! Listen to me, maggot – I was promised treasure on this goddamn rock! And now my men are dying. They can't go outside to take a piss without an armed guard, and I have nothing to show for it!"

As Raja talks, the back wall of the jail suddenly collapses – revealing Elena outside behind the wheel of a 4x4 with a front-mounted winch. Exploiting the distraction, Nate snatches Drake's map from Raja's hands and leaps into the waiting vehicle.

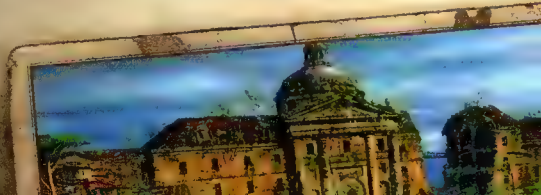
"Goddam it, this is not worth dying over."

After a breakneck vehicular pursuit through jungle paths and clifftop tracks, Nate and Elena find themselves hanging precariously over a broken bridge. Eddy Raja arrives and demands that Nate hand over the map. After warning Elena to hold tight, Nate sends the vehicle into reverse – pitching it into the water far below.



Nate and Elena survive the fall and fight with pirates sent to kill them. Later, as Elena reviews footage on her camera, she draws Nate's attention to the harbor area and suggests that the Spanish must have brought all cargo in that way – including El Dorado. Nate, however, focuses on another point of interest, noticing a modern-day boat among the wrecked galleons.

Nate insists that escape is their only priority – "I don't need your bullet-riddled corpse on my conscience" – but Elena disputes his concern, then wryly suggests that as they must travel to the harbor either way, they should argue about it on arrival. Finding an unattended jetski, they travel along waterways to reach the settlement.



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Among Thieves

"This was actually Francis Drake's ring. I kind of inherited it."

Inside the hall of records, Nate scours the shipping manifests. He finds the volume he is seeking laid out, and reads the Spanish script with apparent ease.

Elena is impressed: "Look at you, Mr. Translator. Not just a grave robber after all, huh?"

Nate finds a reference to a gold statue, with a weight that could correspond to that of the El Dorado idol. They regard an illustration of it within the ledger and are both taken aback. It is quite distinctly grotesque. Nate turns the page… and finds the remaining sheets ominously blank.

As he thoughtfully plays with a ring on a cord around his neck, Elena enquires about its significance. Nate reveals the identity of its original owner, and they examine inscriptions on its surface. It features Sir Francis Drake's motto ("Sic parvis magna" – "greatness from small beginnings"), a date (one day *after* Drake's supposed death), and a set of coordinates: the exact position of the coffin off the coast of Panama…

The pair separate as Nate sets off to steal the pirate boat.

"Hell, I might just beat the crap out of him anyway."

Nate approaches the boat and appraises the scene, poised to attack the pirates on board. Suddenly, Elena arrives by his side and insists that he watch footage on her camera. It's Sully: alive, unharmed, and in the company of Gabriel Roman and Atoq Navarro. Elena delicately enquires how much Nate trusts his old friend.

Nate holsters his pistol, and appears resolute: "Sully's a lot of things, but he's not a backstabber."

Vowing to either rescue his friend, or "beat the crap out of him" in the event of a double-cross, Nate and Elena set off in pursuit.

"That's disgusting! I wish I had my camera."

During the journey to the mountain monastery to find Sully, Nate and Elena encounter crude but vicious traps hidden in the undergrowth. One has been sprung; as they regard the ensnared corpse of a pirate, they comment that he appears to have been eaten or savaged by some form of creature. Bizarrely, the mechanism has been built using materials from Nate's crashed plane.

Elena remarks that this doesn't make sense. Why would the pirates or mercenaries set deadly traps such as these when the island is crawling with their own men? The pair suspect they are being watched, and comment that the usually noisy jungle is strangely quiet.

"You're looking awfully good for a dead man."

Infiltrating the monastery, Nate and Elena discover that Sully is being held hostage, and free him from his captors. Sully reveals that Drake's journal, held in his breast pocket, took the bullet for him – a miraculous escape, though the impact still knocked him senseless. Having convinced Roman that he could help find El Dorado, he has supplied a stream of misinformation to buy time.

Putting together clues on the location of the treasure vault, the trio find a hidden library, where Nate enters an underground network of catacombs.

"Really, Navarro. Sometimes I think you left your brains back in that slum where I found you."

Inside the catacombs, Nate spies on a meeting between Eddy Raja and Gabriel Roman. Raja is deeply disturbed by the massacre of his men. Roman is disparaging; he believes these casualties have been caused by Nate alone, and scoffs that they should have all fallen to one man. Raja, however, truly believes the island to be "cursed".

Roman announces that he has no further need for the services of Raja and his mob. With Navarro's gun leveled at his chest, the pirate leader flicks his cigarette contemptuously and departs in a rage. Roman discusses the situation with his right-hand man. They agree that Sullivan cannot be trusted – "He knows we'll kill him once we find the treasure. He has no incentive to tell the truth" – but it becomes clear that Navarro finds his employer's imperious manner difficult. The pursuit of El Dorado, we learn, is *his* passion; the wealthy Roman is growing weary of it. "Chasing this treasure of yours," he condescends, "is proving to be more trouble than it's probably worth."

"He never found it. He just... died here."

Nate, Sully and Elena reach an elaborate octagonal mausoleum where, following prompts in Drake's diary, Nate uncovers the secret entrance to the Spanish treasure vault. Separated from Sully by a trap mechanism, Nate and Elena venture into the depths to negotiate an arcane underground maze.

At the heart of the vast, sprawling labyrinth, El Dorado is nowhere to be seen. They find the chamber long since picked clean, save for one poignant detail: the body of Sir Francis Drake. Nate, clearly saddened that the explorer died here having failed to claim the idol, returns his ring to its rightful owner. The moment is shattered by shouts, screams and gunfire.

"If we don't make it out of here, I just want you to know – I hate your guts."

Eddy Raja and a single pirate burst into the room, clearly terrified. Moments later, the source of their fear becomes apparent as humanoid monstrosities with dead, black eyes, cruel teeth and long claws emerge from the shadows. Raja's pirate companion is dragged screaming into the pit below… and the onslaught begins.

Nate and the pirate leader fight back-to-back during the ensuing assault, their enmity set aside in a desperate battle to survive. Raja falls to a swarm of the creatures, despite Nate's heroic attempts to save him, and all seems lost – until Elena provides a last-minute avenue of escape.

"Well – this explains the U-boat in the Amazon."

Fleeing the pursuing mutants, Nate and Elena are astonished to arrive in the control room of an abandoned WWII-era military facility. They find a schematic that reveals that the Germans removed El Dorado from the Spanish treasure vault and transported it to another location beneath the monastery. With the facility locked down, Nate leaves Elena behind to reach the generator room.

After restoring power Nate begins the return journey, but passes through a room where a film projector is now running. It tells a brief but chilling tale, documenting a young German soldier chained in place, his eyes black, his mouth covered with what appears to be blood, attempting to lunge at the cameraman. The El Dorado statue is a looming presence in the background.

On the table beside the projector, Nate notices a weathered sheet of paper and a photograph showing Sir Francis Drake's body at the foot of the El Dorado statue in the Spanish vault. The document is his valediction:

"My end is near. The devils hunt for me in the darkness. The gold of El Dorado bears a terrible curse; the Spaniards have unleashed hell, and become as demons. My men have all been murdered, leaving the task to me alone. No ship will depart this island; I destroyed them all, and drowned the cursed city. A thing of such great evil must never leave these shores. In my final hour, I commend my soul to God. May He have mercy on this unholy place."

Understanding the import of Drake's final words and his noble sacrifice, Nate rushes to find Elena and Sully.

"You two should realize by now that I plan for every contingency."

Back at the control room, Nate returns to find Elena has been taken hostage by Roman, who mockingly waves the schematics revealing the location of El Dorado. Nate battles against the monstrous, indigenous creatures and Navarro's most elite mercenaries until, reunited with Sully, the pair enter the subterranean grotto and lay eyes on the El Dorado idol. When their ambush is foiled before it can begin, they watch on at gunpoint as Roman regards the statue, ten feet high, solid gold and adorned with fine jewels.

Navarro informs his employer that the true treasure of El Dorado lies *inside* the idol. Finding a hidden catch, Roman opens it to reveal a hideously deformed mummified corpse. There are audible gasps from all present at the revelation that El Dorado is not a statue, but a sarcophagus – with the exception of the grinning Navarro.

Ancient motes of dust drift from the corpse. As Roman inhales these he chokes, slamming the sarcophagus shut. His last rational act is to roar his betrayer's name as an appalling transformation takes place. Black-eyed and feral he rushes at his right-hand man… who regards his approach with detached interest, then calmly dispatches him with a single shot to the head.

As El Dorado is secured within a cargo net and tethered to a helicopter hovering above, Navarro contemptuously berates Nate and Sully for their lack of imagination. The real profit, he exults, lies not in the value of the gold or jewels, but the virulent mutagen held inside.

Sibilant whispering fills the air. Nate reveals the origin of the creatures as they begin their attack: "The Spanish, Sully – *they never left!*"

In the ensuing chaos, Nate and Sully make their escape. Nate jumps onto the cargo net holding El Dorado, and hangs precariously beneath the helicopter. When a mercenary attempts to shoot him, Elena – still held as a hostage in the cabin above – lashes out and kicks him through the doorway. His rifle discharges as he falls, killing the pilot, and the helicopter careens towards the deck of Roman's ship in the harbor…

"Adios, asshole!"

As Elena lies in the wreckage, balanced precariously on the side of the ship, Nate fights a desperate battle against Navarro and his remaining mercenaries. When the two finally clash directly on the upper deck, Nate beats Navarro unconscious and runs to the reporter's aid. Pulling her to safety, he finds her alive and regaining consciousness… but turns to see Navarro holding a gun on them. Nate glances at his adversary's feet, and notices a coiled loop of cable tethering the sarcophagus to the helicopter. Quick as a flash, he pushes the wreckage with all his might. Navarro is ensnared by the cord, and dragged screaming into the depths.

"Well, I did manage to save one small thing..."

In the aftermath, Elena presents Nate with a significant gift: Drake's ring, retrieved without his knowledge earlier. Sully arrives in a boat, and joyfully reveals an assortment of treasures taken from pirates "too dead to care".

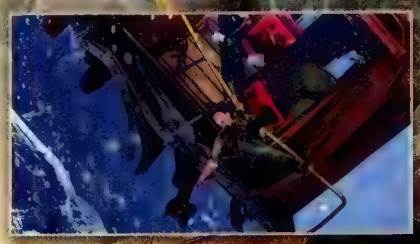
Later, Nate apologizes that Elena didn't get her story; she retorts that there will be others, and that Nate still owes her one.

"I'm good for it," he smiles, as their boat moves from the harbor into the open sea.

UNCHARTED 2: AMONG THIEVES

"That's my blood... that's my blood. That's a ***lot*** *of my blood."*

A beaten and disoriented Nathan Drake awakes in a tattered train seat. He looks around the car in confusion, then glances down to see a bullet wound in his stomach. His head rolls back as the pain hits him, and he notices that snowflakes drifting outside the window appear to be falling… *sideways.* Right on cue, his seat jerks and violently detaches from its mounting, and he is sent hurtling downwards through the vertical train car to hang above a dizzying drop.



After an agonizing climb to safety above, Nate lurches through the wreckage, recalling the events that led him to this place.

"And speak of the devil – here she comes now."

We find Nate at a beachfront bar, six months prior to the train crash, where he encounters Harry Flynn: an old acquaintance and sometime partner in crime in the shadowy world of black market antiquities. The British thief has a client willing to pay a substantial sum for him to procure an item inside the Istanbul Palace Museum. Nate is skeptical: he knows of two others who died at the hands of the museum's extensive and overzealous security force, and barely escaped the building during a previous illicit out-of-hours visit.

Flynn insists that he needs Nate's assistance to make the theft, and introduces a third conspirator: Chloe Frazer, an Australian he describes as an expert getaway driver. He explains that the commission is a clay oil lamp, a seemingly unremarkable artifact inside the museum's Travels of Marco Polo exhibit. Nate initially dismisses the item as worthless, and Flynn's benefactor a collector with more money than sense, but an oblique revelation in a document written by Marco Polo changes his mind. Polo's fleet left China with 600 passengers aboard fourteen ships, loaded with treasure from the great Kublai Khan. It landed in Persia a year and a half later, diminished to one vessel and eighteen passengers. Polo documented every detail of the expedition – but did not disclose the fate of the missing ships and travellers.

NATE, FLYNN & CHLOE

Nate speculates that the lamp contains a hidden message from Polo, revealing the fate of his lost fleet, undoubtedly laden with treasures of incalculable worth. Finding this, the trio believe, is the true purpose of Flynn's unusual assignment.

Chloe is the first to articulate what all three are thinking: "So – we're dicking this guy over, right?"

"Let's not forget who walked out on whom, after all."

Nate is awakened in his hotel room by a knock at the door, and opens it to find Chloe standing outside. The two are, unbeknownst to Flynn, intimately acquainted; though we discover that Nate ended their previous relationship, she bears him no rancor. When Chloe recognized the scope of Flynn's commission, she decided that Nate would want to be involved. She suggests that they complete the heist, find Polo's lost ships, split the treasure three ways – and then abandon Flynn to elope.

"Sorry, mate. This is where we part ways."

Nate, Chloe and Flynn enter the sewer system beneath the Istanbul Palace Museum. Chloe departs to deactivate the floodlights that illuminate the tower where the Polo exhibit is held, leaving Nate and Flynn to infiltrate the main building.

After several close calls with the security forces, the pair reaches the exhibit. With an apology to its long-dead owner, Nate breaks the ceramic lamp to find a weathered scroll, seemingly lacking any legible details, and pieces of a strange residue. Flynn is distraught, but Nate has a hunch. Identifying the substance as resin, Nate lights a piece – and the room is suffused with an eerie blue glow as it burns.

In this light, the previously blank scroll is covered with Latin script and a map. Translating, Nate learns that Polo's fleet was hit by a tsunami, and carried inland to rest beside a mountain somewhere on the west coast of Borneo. As Nate translates, Polo's words attribute this misfortune to an unusual source: "It was as if the ocean itself sought to throw off the terrible cargo we carried from Sham-bah-lah – the curse of the Cintamani."

Nate is astonished: "My God, Flynn – Marco Polo found Shambhala. *Shangri-La.* If they were carrying the Cintamani Stone, it might still be there."

As Nate prepares to follow Flynn out of the tower, his accomplice betrays him. Left stranded in the exhibit, Nate is helpless as Flynn shoots display cases, triggering a cacophony of alarms. Claiming to simply want Nate out of the way for a time, but clearly enjoying the upper hand, Flynn chides his horrified partner: "You think I didn't know about the ships from the beginning? Any schoolboy could've figured that out. Face it, *genius.* You've been *played.*"

Though Nate makes a valiant attempt to escape, he is cornered and arrested by the Turkish police.

"Sully, kick her out and close the door. We're safer in here."

Three months later we rejoin Nate in a filthy, cramped cell, and find him amusing himself with a shadow puppet recreation of Flynn's betrayal – with a cathartic twist. As the Nate puppet draws a gun and shoots the Flynn puppet in a new fantasy denouement, his show is interrupted as a shadow falls across the wall. He turns to find Victor Sullivan standing outside the bars, who has arrived to bail out his old friend at great expense… but is significantly less overjoyed to cast eyes on Chloe.

After convincing him of her innocence, the Australian informs Nate that Flynn and his client Lazarevic have found Polo's lost ships in Borneo, though they have yet to find the Cintamani Stone. This "Buddhist holy grail", as Chloe describes it, is a perfect raw sapphire worth hundreds of millions of dollars.

With Chloe possessing insider knowledge and unrestricted access to Lazarevic's camp through her continued association with Flynn, the trio concoct a plan to snatch the treasure for themselves. Lazarevic has paid enormous sums to collect Polo's lesser-known journals, and has pursued the Cintamani Stone for many years. These documents, Chloe tells Nate, can be found in his command tent at the Borneo excavation site. She will engineer a diversion; the rest is up to Nate and Sully.

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Drake's Fortune

"Well, if the stone's not here, what the hell is Lazarevic looking for?"

In a swamp pockmarked with excavation sites, the petrified remains of Polo's fleet protruding from their open graves, Nate and Sully prime explosives laid at the camp's perimeter. Reconnoitering the command tent through binoculars, Chloe's hidden microphone providing an audio feed, they observe Goran Lazarevic – a tall, powerfully built Eastern European in black combat gear – castigate Harry Flynn for his lack of progress, then coldly execute an employee accused of theft.

Sully activates the detonator, and a series of explosions rock the jungle to the south of the command tent. Lazarevic and his men pour out to investigate, and Nate makes his way into the camp. With Sully watching over him with a sniper rifle, Nate ransacks the extensive collection of files. He's impressed by what he finds: "Man, this Lazarevic guy isn't screwing around, Sully," he enthuses. "You should see all this stuff. He's got files on every expedition to find Shambhala – all the way back to the 1600s."

Reading a journal written by Marco Polo, Nate learns that he truly believed the tsunami to be divine retribution for the "dreadful cargo" carried by his ships, but that he purposely left the Cintamani Stone in Shambhala. He also writes of a "golden passport", a detail that Nate doesn't understand. Lazarevic, Nate decides, is seeking to retrace Polo's journey back to Shambhala.

When he learns that Lazarevic's men have failed to find a single body in the shipwrecks, Nate intuits that the missing passengers must have fled to higher ground. Escaping the returning soldiers, Nate and Sully climb the mountain that overlooks the camp.

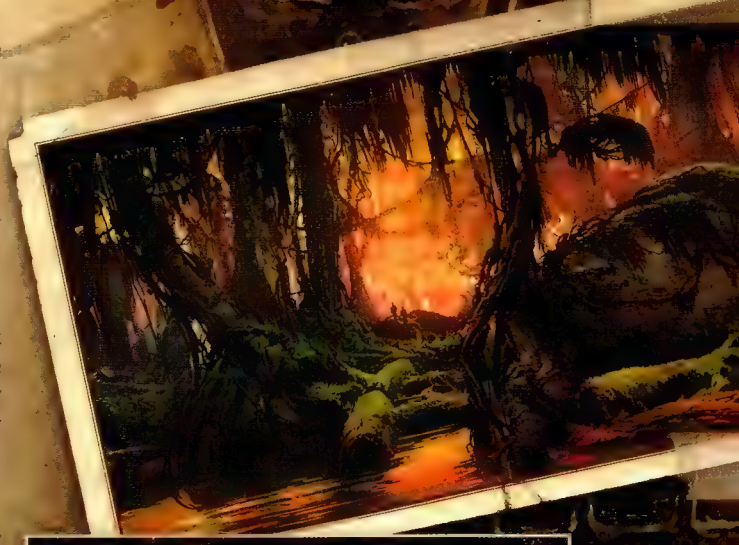
"It's a Phurba – a ritual object from Tibet. It's used to destroy obstacles. You know – **spiritual** ones."

Nate and Sully meet with Chloe at the entrance to a hidden mountain cave. Inside they encounter hundreds of skeletons, with one salient detail leaping from the macabre scene: each corpse has inexplicably blackened teeth.

Lighting a piece of resin and placing it in a torch, Nate discovers the shadows of past slaughter: there is blood everywhere. This, the three speculate, was the site of a massacre – and the passengers appear to have killed each other. Following a bloody trail, they reach a room in which a single skeleton clutches a lacquered box in its arms. Inside, they find a Phurba: a Tibetan ceremonial dagger. The cloth it is wrapped in is a crude map, accompanied by a short message.

"Between Greater India and the province of Tibet," Nate translates, "lies a field of exquisitely finished temples, hundreds of gilded spires stretching as far as the eye can see. In all these many temples, only one conceals the secret path to Shambhala – and that path shall only be revealed to the pilgrim who bears the *golden passport*."

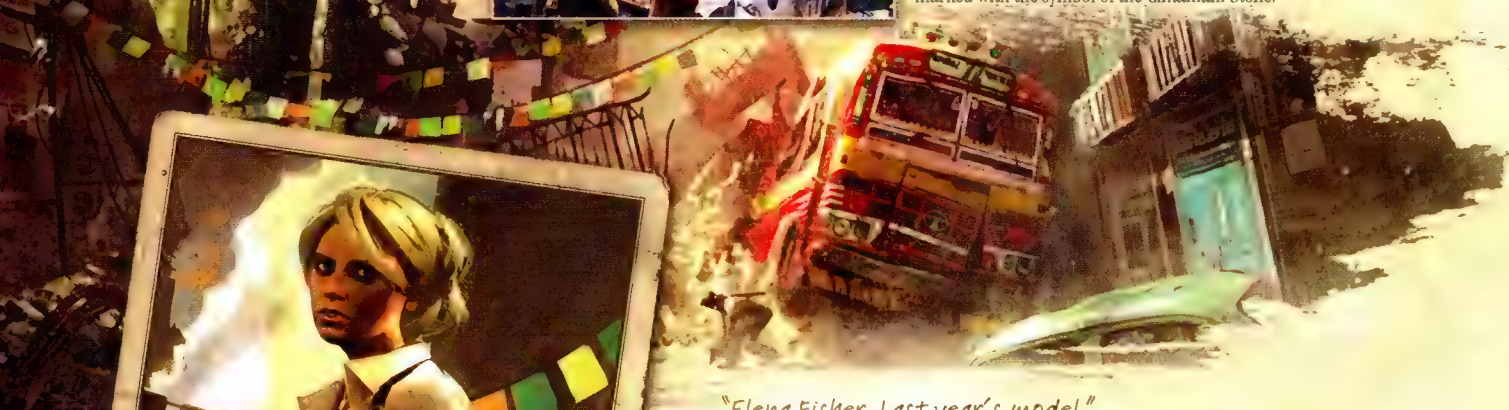
At the last line, Chloe raises the Phurba in acknowledgement: it must be the "golden passport". The field of temples, Sully comments, is now a city in Nepal. With their next destination settled, the three depart… but run into Flynn accompanied by Lazarevic's soldiers. Chloe holds Nate and Sully at gunpoint and hurries to present Flynn with the map to conceal her subterfuge, but artfully leaves the dagger in Nate's possession. After helping her friends to escape as they are escorted back to the camp, Chloe tells Nate to meet her in Nepal.



"When you said that Lazarevic had a head start on us, you weren't kidding..."

Nate arrives in a war-torn Nepalese city and is astonished by the devastation that awaits him. Chloe comments that the region has teetered on the brink of civil war for some time; Lazarevic simply needed to fan the flames. In the ensuing chaos, he and his army are tearing the city apart with near impunity as they seek the temple documented on the map found in Borneo.

After surviving fraught encounters with Lazarevic's mercenaries, Nate is reunited with Chloe. He speculates that the emblem on the ceremonial dagger will correspond to another on the temple they seek – they just need a high vantage point to scan the city. Chloe suggests a nearby hotel. After a perilous ascent to the roof of the ruined building, Nate scours the urban sprawl and finds a temple marked with the symbol of the Cintamani Stone.



"Elena Fisher. Last year's model."

After a protracted battle with a helicopter gunship, Nate is briefly separated from Chloe. As he walks through the side streets he is astonished to encounter Elena Fisher, accompanied by her cameraman, Jeff. She is in the region to obtain footage of Lazarevic, who she describes as a fugitive war criminal who NATO erroneously believes to have perished in a bombing raid. She intuitively suspects that Nate is somehow caught up in these events, despite his attempts to be evasive – and then Chloe arrives, confirming her suspicions.

Nate insists that they must escort Elena and Jeff to safety. Though amused by his discomfort at the meeting of the two women, Chloe is extremely reluctant. "You don't always have to play the bloody hero, you know," she remarks, a little bitterly. "Just... dance with the one who brought you, all right?"

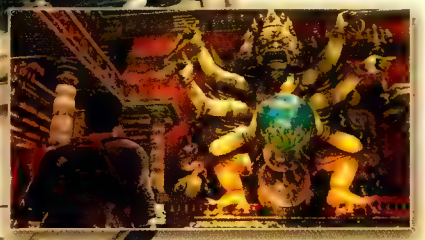
Nate is intractable. "Yeah, I get it," he says with sincerity. Then, firmly: "But they're still coming with us."

As Lazarevic's forces attack once again, the four fight their way across the ravaged city to arrive at the temple.

"Well, let's find out what it opens."

In the temple courtyard, Elena questions Nate about his motives, and he offers an honest account – much to Chloe's annoyance. Elena is nonplussed: "So let me get this straight – you're competing with a psychopathic war criminal for a mythological gemstone?"

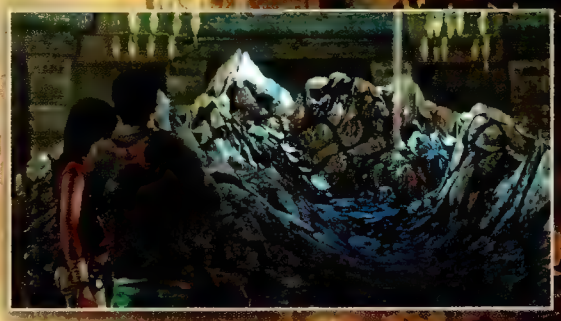
In turns amused, incredulous and resigned as she listens to Nate's answers, Elena offers an insight into the brutal warlord's intentions: "This just doesn't add up, Nate... Lazarevic can't be after the money. He doesn't need it. You're missing something."



Leaving the reporter and cameraman just inside the temple entrance, Nate and Chloe enter the main chamber where they find a massive statue: perhaps the same wrathful deity depicted on the ceremonial dagger. Nate aligns four of its six hands into the correct position, then experiences a brainwave: the Phurba dagger is a key! Sliding its triangular blade into a slot on the statue's chest, they unlock a hidden entrance.

"You see the shape of that peak, there?"

As they enter the subterranean tunnels, Nate notices a relief of a tree on a wall, which he finds strangely incongruous. After some further exploration, Nate opens a hidden shaft leading to a domed chamber. Placing the Phurba dagger in a slot, Nate and Chloe gasp as the central floor area is revealed to be composed of thousands of tiny rods. These undulate and rise to form a relief map of a mountain range. A single beam of light from the roof above highlights a precise spot. Nate is excited: "Chloe, I know where that is!"



On a map depicting a Himalayan mountain range stolen from Lazarevic's camp, Nate compares the peaks, and marks the correct spot with an X. At that moment, Chloe's radio bursts to life with the chatter of Lazarevic's approaching forces, and she and Nate are forced to fight their way back to the surface.

"So – this little man is Drake?"

In the courtyard outside, Nate finds Elena frightened but unharmed – though Jeff is bleeding profusely from a gunshot wound. Chloe stridently insists that they can do nothing for him, and that they make good their escape, but Nate is resolute. With Lazarevic's forces swarming from all directions, Nate half-carries the dying cameraman as they flee from one skirmish to another.

The group reaches a dead end: an apartment where the only exit is a fifteen-foot drop to the alley below that Jeff could not possibly survive. Nate gently props the cameraman against an overturned table. A panicked Chloe pleads with Nate to leave him behind, to escape before it is too late… and then they hear the sound of footsteps pounding up the stairs outside.

Chloe desperately levels her gun at Nate and Elena as Flynn bursts in, flanked by mercenaries. A flicker of recognition registers on Flynn's face; he finally understands Chloe's deception, but nonetheless pulls her toward him. Outgunned, Nate and Elena drop their weapons. Flynn orders that Chloe be taken away to safety. As she leaves, Lazarevic strides into the room.

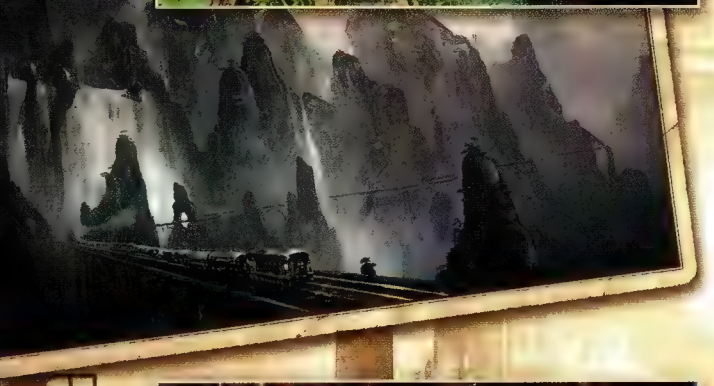
Lazarevic takes the Phurba dagger from Nate's belt, regards it briefly, then hands it to his burly lieutenant. His gaze alights on Jeff. "Did you carry him all the way from the temple?" he enquires. Nate remains silent. "Shame," intones Lazarevic flatly, drawing a pistol to execute the cameraman with a single shot.

Nate attempts to bargain for the life of Elena: without him, he tells Lazarevic, the Serbian cannot find the entrance to Shambhala. A cursory search, however, reveals the map that Nate is carrying… with his hastily scrawled X making a mockery of his attempted negotiation. Lazarevic strides from the room with both map and Phurba dagger in his possession, leaving Flynn to kill the prisoners. As he gloats, Elena seizes an opportunity and staggers him with a full-blooded punch to the face. She and Nate leap from the room into the alley below, and run for their lives…

"I sure hope you know what you're doing."

After escaping their pursuers, Nate and Elena take a moment to catch their breath. Nate reflects on Flynn's orders when Chloe was escorted away – "Take her to the train" – and surmises that Lazarevic's personal army must be heading for a nearby rail yard.

On arrival, they observe Lazarevic's men loading gear into the cars of a waiting train, and Flynn hustling a reluctant Chloe on board. The sheer numbers ranged against Nate, and the sudden departure of the train, forces abrupt improvisation. Riding in a 4x4 after a timely rescue by Elena, they draw alongside the train, allowing Nate to jump on board.



"What? No witty remark? Nothing clever to say?"

Steadily fighting his way over and through the speeding train, Nate overcomes incredible odds to reach Chloe's car. There, he encounters Lazarevic's lieutenant, and the two engage in a savage fistfight. After seemingly besting this brute of a man, Nate retrieves the Phurba dagger from his belt, then incautiously turns his back. The lieutenant, having swiftly regained his wits, grabs the exhausted Nate and begins to strangle him. A gunshot rings out – and we see Chloe, pistol raised, as the henchman falls dead to the floor.

Nate stumbles towards his savior, then notes that her gun remains trained on him. "Get off the train, Nate," she says, quietly. "I never asked for any of your bloody heroics."

Chloe refuses to leave with Nate, still angry for his earlier insistence on helping Elena and Jeff, putting her life at risk. "Well, good luck with Flynn!" he barks angrily, turning away. "You two deserve each other."

Nate's ire dissolves rapidly and he turns, exasperated, to reason with his old friend and sometime flame. As he begins to speak, another shot rings out – and Drake staggers from the impact. Chloe's eyes widen with horror as blood spreads across Nate's abdomen, then Flynn steps forward from behind her, gun raised. As the malign Brit pursues the gravely wounded Nate, Chloe desperately attempts to forestall the killing shot. With soldiers arriving from the opposite direction, Nate lies propped against a seat, desperately scanning his surroundings for a means of escape. His eyes alight on a collection of propane tanks… and, with nothing to lose, he fires.

"Ah, crap!"

The explosion rocks the train, decoupling it from the cars containing Flynn, Chloe and the main body of Lazarevic's forces. The forward section continues along the track, while Nate's section derails. As the tumbling wreckage ploughs into a snow bank, he blacks out.

Revisiting the opening scenes of the story, Nate escapes the train car and retrieves the Phurba dagger. When Lazarevic's forces arrive to search for him Nate summons every last screed of willpower to defeat them, then slumps into the snow. As his vision fades once again, he sees the silhouette of a mysterious figure striding towards him...

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Drake's Fortune

"Y'know, people are always telling me how lucky I am. But the truth is, everything I touch turns to shit."

Nate awakes on a bed in a cozy Tibetan house. Groaning as he attempts to sit upright, Nate instinctively reaches for the wound on his stomach – but finds it healed.

Though Nate and his savior Tenzin do not understand each other's language, they infer meaning through gestures and tonality. Tenzin escorts Nate through his village, framed against the spectacular backdrop of the Himalayas. Inside another house he is reunited with Elena, who throws her arms around him in relief. They are taken to meet Karl Schäfer: a German in his nineties, but with the bearing of a much younger man, clothed in traditional Tibetan attire. He greets Nate warmly.

"It appears you and I have much in common, Mr. Drake," says Schäfer. "Seventy years ago, I came here just like you – carried into the village, near death, the last survivor of my company. I was hired to lead an expedition into Tibet, to find the entrance to Shambhala. What they really wanted was the Cintamani Stone."

Though Nate insists that he has no desire to continue his pursuit, Schäfer is powerfully persuasive: Lazarevic must be stopped. "Some of the most fearsome rulers through history have possessed only a fragment of the Cintamani Stone," warns Schäfer, "men like Tamerlane, Genghis Khan. If a mere sliver could bestow such power, what would a man become if he possessed the Stone itself?"

Nate is doubtful, but Schäfer insists that he accompanies Tenzin to the cave where the remains of his expedition can be found.

TENZIN SCHÄFER ELENA NATE

"Oh, Jesus – they were SS."

After a perilous climb through an ice cave high in the mountains, Nate and Tenzin begin to find evidence of Schäfer's expedition, but fail to find the "proof" that the German spoke of. Deep inside the cave, though, a hideous monster – its apelike body covered in coarse hair, a skeletal visage crowned by massive curled horns – bowls Tenzin from his feet and roars, revealing a mouth full of jagged teeth. Nate fires on the creature with a Luger pistol found on the corpse of a mummified, long-dead German. Though shot several times and stabbed by Tenzin, the pair cannot kill the creature, and succeed only in driving it away.

A GUARDIAN

Further into the cavern, they ascend a stone staircase to reach arcane ruins presumably belonging to a long-lost civilization. Tenzin and Nate activate massive ancient mechanisms as they travel through the imposing caverns, eventually opening a secret chamber. Inside, Nate finds several frozen bodies, with a cursory examination revealing that each one died from a gunshot wound. They are all dressed in 1930s mountaineering garb. This, Nate concludes, is the final group from Schäfer's expedition.

Tenzin finds a book. Its cover, warped and stained with age, depicts a tree in the shape of a T. Tenzin taps it quizzically, and Nate identifies it as the Tree of Life. Nate regards the chamber more closely, and sees the Cintamani Stone everywhere, each time held by a seemingly demonic figure somehow anointed and transformed by its power. Inside the book, images depict powerful figures holding it aloft, bathed in its aura, as they lay waste to those who oppose them.

Realization dawns: "Tenzin – *Schäfer did this*," says Nate, urgently. "Schäfer killed them. It was the only way to stop them."

Bestial howls fill the cavern. Nate and Tenzin rush to escape to the surface as the unearthly creatures hunt them. As they look down to the valley below, they see Tenzin's village in flames…

"Just like old times, huh?"

Back in the village, Nate meets briefly with a panicked Elena, then rushes to find Schäfer and Tenzin's daughter. Aiding the villagers in their defense against Lazarevic's mercenaries as they search, Nate and Tenzin work together to first evade and then destroy a tank as it devastates the settlement. With the attack apparently repelled, an overjoyed Tenzin is reunited with his daughter. However, the reason for Lazarevic's sudden departure soon becomes clear: he has claimed the Phurba dagger and taken Schäfer hostage.

Nate and Elena leap into a truck and give chase, barely escaping with their lives when an explosion sends their vehicle careening over a cliff edge. Viewing the road ahead through binoculars, Nate sees Lazarevic with Schäfer outside a long-abandoned cliff-side monastery.

"Find the secret path... and destroy the Stone – before he gets his hands on it."

Nate and Elena continue their pursuit, tracking Lazarevic's company through the ancient monastery, while eliminating or evading those left behind to stop them. They eventually find Schäfer near death, having been brutalized and abandoned by Lazarevic. "Did you find my expedition?" he rasps, struggling to breathe. "You understand what I had to do? If they had found the stone, it would have changed the course of history."

Schäfer tells Nate that the monastery hides the secret path to Shambhala and, with his final words, pleads with him to stop Lazarevic and destroy the Cintamani Stone. Nate remains cynical, but is swayed by the sheer force of the German's conviction. "He believed it – that's enough for me."

"Just do one thing for me – take that son-of-a-bitch down."

Nate and Elena separate, with Drake heading in pursuit of the Phurba dagger while Elena seeks the hidden entrance. On his way to the dilapidated tower where Lazarevic, Flynn and Chloe can be found, he observes scenes of slaughter as the horned beasts he encountered earlier massacre Lazarevic's men.

Entering the tower via a hole in the wall, he eavesdrops as Lazarevic lambasts Flynn for not finding the entrance. Fortuitously, Flynn leaves to speak to Lazarevic as he stalks from the room, leaving Chloe with the Phurba. As soon as the coast is clear, Nate drops down to confront the Australian. Though reluctant – "How am I supposed to explain where it's gone?" – she surrenders the ceremonial blade to Nate.

"Flynn, do me a favor and shoot my ears off, please!"

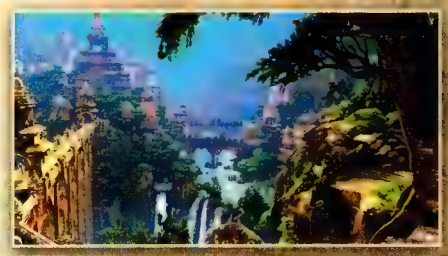
Nate and Elena reconvene to open a secret entrance beneath a tree in the courtyard, and enter the subterranean tunnels beneath the monastery. They arrive in a circular chamber and, poised to open the entrance to Shambhala, find themselves helpless to resist as Lazarevic and his men pour in. Though Lazarevic attempts to toy with Nate, engaging him to choose between saving Elena or Chloe, Nate boldly strides forward to open the entrance, adeptly defusing the situation.

In the caverns beyond, the path lies open – and then a mechanism activates, rotating the stone bridge to prevent further passage. Nate is sent with Flynn to restore it to its previous position. The two trade barbed comments as they negotiate the hazardous tunnel climb, hostility dripping from every insult and riposte. After realigning the bridge, though, they are forced to fight side by side as the horned monsters attack. Armed with just pistols, they can only briefly deter the creatures from their relentless assaults… but then Lazarevic enters, and calmly kills them with powerful incendiary rounds from his shotgun.

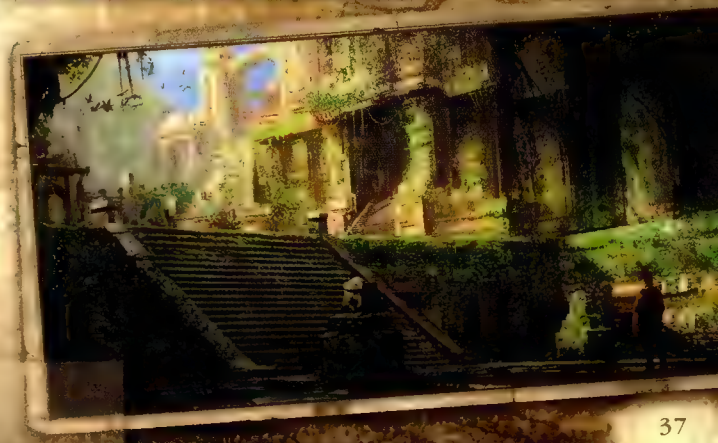
Lazarevic strides over to a horned creature and grabs its jaw, pulling its head back. All present are astonished as he rips a mask aside to reveal a human face: it is a man clad in a costume, his teeth stained black in the same manner as the skeletons encountered in Borneo. "Scarecrows," Lazarevic laughs to himself, "Guardians to frighten trespassers."

"I want him to see Shambhala, and die knowing that I have taken it from him."

As Lazarevic's men open the gates to Shambhala, they are greeted by a incredible vista. The valley is framed by snow-capped peaks, but the ancient city that lies in the basin is awash with verdant greenery.



Lazarevic is satisfied, but unmoved by the beauty he beholds. Though Flynn risks his life to save Chloe, threatening to withdraw his support if she is killed, the warlord rounds on Nate and Elena. But as Lazarevic brings his weapon to bear, his murderous focus is disturbed by a sudden rain of arrows. Shouting and whooping in an indecipherable tongue, a band of giant, heavily muscled Guardians – the men who, outside, occupied the horned suits – pepper the crowd with their primitive weapons. In the unfolding chaos, Chloe savagely elbows Flynn aside with a sharp blow to the nose, then escapes with Nate and Elena to the city below.



The three push further into the ruins, where Nate discovers pockets of the blue resin encountered throughout the journey. He identifies it as sap deposited by the tree roots; when shot, it creates a blinding flash, causing nearby roots to retract.

After pinpointing their destination, they fight their way to a distinct pyramidal temple in the distance.

"Sorry, love. This isn't a movie, and you're not the plucky girl who reforms the villain and saves the day."

Inside the temple, they find the enormous Cintamani Stone set in a stone pillar resembling a tree. Nate immediately senses that something is wrong, and then experiences a tumbling sequence of revelations. The Stone is not sapphire, as Marco Polo believed, but *amber*: fossilized resin, once tree sap.

Nate rushes outside, his companions trailing behind in confusion. "How could I have missed it?" he berates himself. "There's not actually a Stone – it's the *resin*. The *sap* – from the Tree of Life."

And then, they see it: the tree in the courtyard below. Looking around it, they realize that it has grown rampant with age, its roots penetrating every part of the crumbling city.

They observe Lazarevic approaching the Tree of Life. Nate lowers his binoculars in shock as he intuits the warlord's intention. "Oh my God – the black teeth," he exclaims. "The black teeth, on those Guardian things… and the bodies in Borneo. They ate the resin, and it changed them somehow."

A voice behind them causes them to spin, as Flynn emerges from concealment. He is wounded, bleeding profusely. He slides his back against a pillar to slump to a sitting position, his strength waning. Elena rushes to his aid, and attempts to reason with him… but Flynn produces a grenade, its pin removed. With a final parting quip, he allows it to drop to the ground. Nate and Chloe are merely bowled over by the blast, but Elena is badly injured.

Nate fights Lazarevic's men to clear a path for Chloe to carry Elena, and the three reach a bridge leading to the exit. There, Nate insists that Chloe escape with Elena… and returns to confront Lazarevic.

"You think I am a monster. But you're no different from me, Drake."

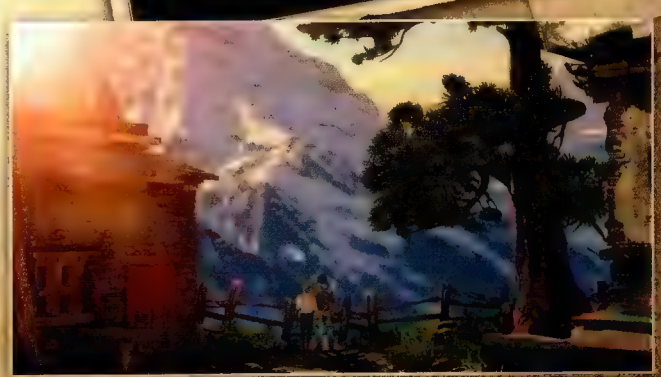
Nate descends into the chamber beneath the Tree of Life, the tree's roots descending as columns from above. At the center of the chamber, below the main trunk, is a pool of luminous azure sap.

Beside the pool stand Lazarevic and his remaining men. The warlord cups his hands into the liquid and drinks deeply. He becomes rigid as the elixir enters his body… then relaxes. His eyes flash with a luminescent glow as Nate, astonished, watches the scars covering his face and arm spontaneously heal. Lazarevic looks thoughtful, then calls out: "Drake!"

Sensing that the opportunity for a surprise attack is passing, Nate pops out of cover and fires three rounds into Lazarevic's chest, who flinches momentarily – then shrugs off the inconsequential injuries. Desperation is followed by a flash of inspiration, and Nate fires into the azure pool. It explodes in an eruption of blue-white flames, consuming Lazarevic and his men.

Spared the force of the blast, Drake exhales in relief as he looks down at the broken corpses, but Lazarevic's limbs begin to inexplicably twist and straighten. He rises, unbowed – and seemingly immortal.

With Lazarevic impervious to bullets Nate survives by shooting pockets of resin, repeatedly engulfing his crazed adversary in blue flames as he is stalked through the chamber. In this protracted and vicious encounter, the warlord appears more determined to brutalize and humiliate his opponent than kill him outright. As the battle reaches its climax, the chamber ablaze as the Tree of Life enters its death throes, Lazarevic slumps bloodied but defiant to his knees. He taunts his adversary to deliver the coup de grâce, but Nate declines… then backs away carefully as the furious Guardians pour into the chamber, tearing the warlord to shreds as they are consumed by the spreading fire.



"What the hell did you do back there?"

As the Tree of Life dies, the entire valley is convulsed by tremors as its roots retract, pulling the city apart. Nate, though bloodied and bruised, makes a desperate sprint to safety. Reunited with Chloe and Elena, the three survive a last encounter with an enraged Guardian before escaping to the monastery above.

Exhausted, Nate lays Elena down gently and kneels beside her. She is pale and unconscious as the distraught Nate holds her close, while Chloe looks on with grim sympathy. The scene fades…

"Whatever. I kept your tears in a jar. I have proof."

Back in the Tibetan village, Tenzin congratulates Nate; his reply in his friend's tongue suggests that time has passed since the escape. Chloe approaches to stand with Nate, and enquires if he truly loves Elena, though it is clear she already knows the answer. Before he can reply, we see the reporter – still recovering from her injuries – walking towards them, supported by Sully.

Chloe takes her leave with a piece of advice: "Just do yourself a favor, cowboy – *tell* her," and walks away. She cannot, however, resist a parting shot. "But admit it," she calls playfully over her shoulder, "You're gonna miss this ass."

After lamenting the lack of any riches to show for their escapade, Sully sets off in pursuit of Chloe, much to Nate and Elena's amusement. The two stare out over the beautiful Himalayan panorama, and share a kiss. Elena asks, on a scale of one to ten, how scared Nate was that she would die.

"Four," Nate replies.

"Four?" exclaims Elena. "You were at least an eight."

"An eight?" queries Nate, doubtfully. "Those Guardian things were an eight."

Elena is mock horrified, but curious: "What's a ten?"

"Clowns," confides Nate with a shrug.

"Clowns? Over my death?" exclaims Elena in disbelief.

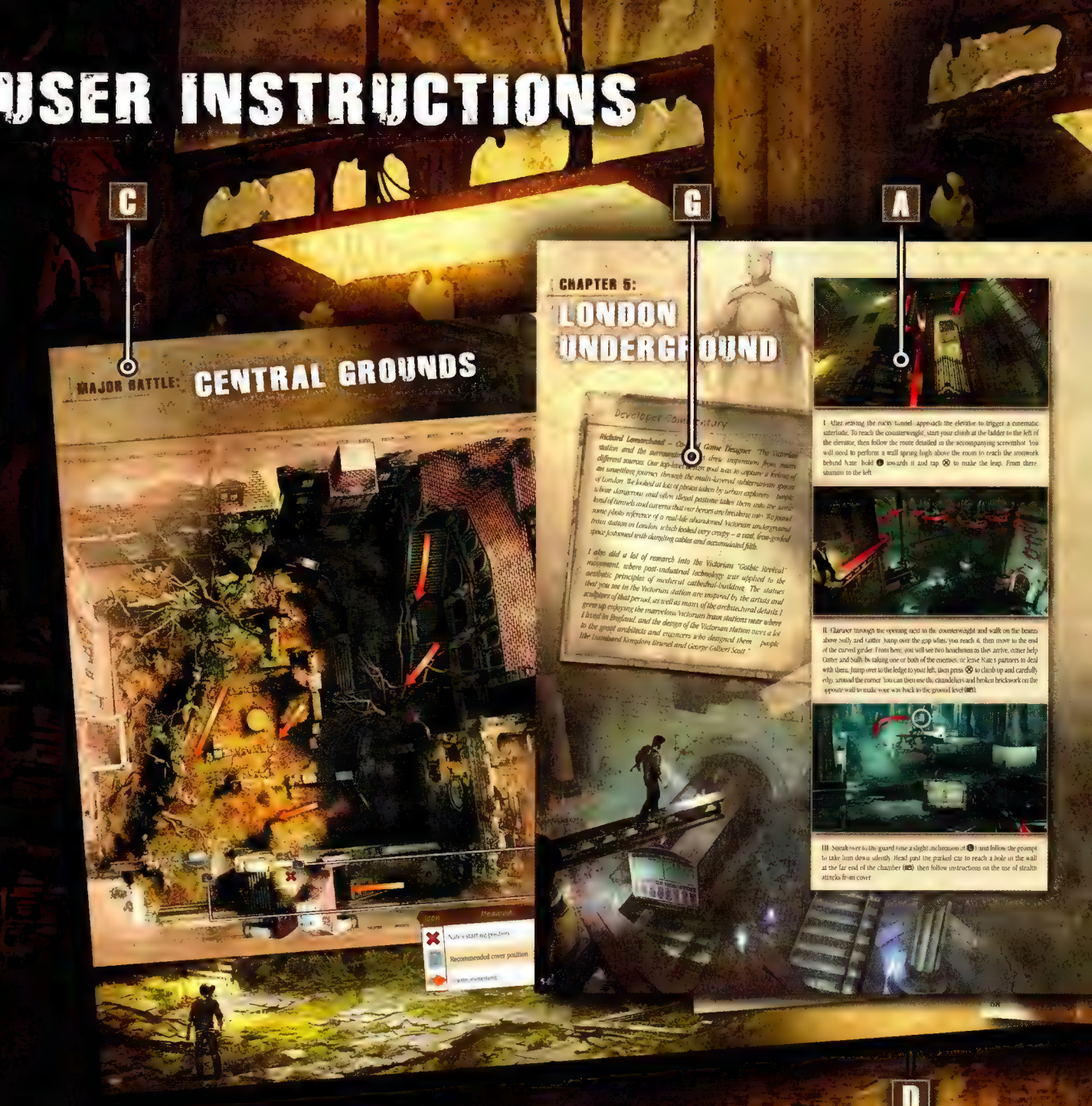
"I – I don't like clowns," Nate admits, with a trace of shame.

The scene fades to black as the two bicker playfully.

WALKTHROUGH

Considerately crafted to contain a bare minimum of spoilers, our Walkthrough chapter is designed to lead players on the most entertaining path through Uncharted 3: Drake's Deception. Before you continue, take a few moments to familiarize yourself with its structure and many useful features by reading the brief User Instructions section overleaf.

USER INSTRUCTIONS


C
G
A
MAJOR BATTLE: CENTRAL GROUNDS
CHAPTER 5:
LONDON UNDERGROUND
Developer Commentary
Richard Lemarchand – Chief Game Designer: The Victorian station and the surrounding area drew inspiration from many different sources. Our top-level design goal was to capture a feeling of an unsettling journey through the multi-layered subterranean spaces of London. We looked at lots of photos taken by urban explorers, people whose dangerous and often illegal pastime takes them into the same kind of tunnels and caverns that our heroes are breaking into. We found some photo reference of a real-life abandoned Victorian underground train station in London, which looked very creepy – a vast, iron-girded space festooned with dangling cables and accumulated filth.
I also did a lot of research into the Victorian "Gothic Revival" movement, where post-industrial technology was applied to the aesthetic principles of medieval cathedral-building. The statues that you see in the Victorian station are inspired by the artists and sculptors of that period, as well as many of the architectural details. I lived in England, and the design of the Victorian station owes a lot to the great architects and engineers who designed them – people like Isambard Kingdom Brunel and George Gilbert Scott."
I. After leaving the rocky tunnel, approach the elevator to trigger a cinematic interlude. To reach the counterweight, start your climb at the ladder to the left of the elevator, then follow the route detailed in the accompanying screenshot. You will need to perform a wall spring high above the room to reach the ironwork behind Nate: hold ● towards it and tap ⊗ to make the leap. From there, shimmy to the left.
II. Clamber through the opening next to the counterweight and walk on the beams above Sully and Cutter. Jump over the gap when you reach it, then move to the end of the curved girder. From here, you will see two henchmen as they arrive, either help Cutter and Sully by taking one or both of the enemies, or leave Nate's partners to deal with them. Jump over to the ledge to your left, then press ⊗ to climb up and carefully edge around the corner. You can then use the chandeliers and broken brickwork on the opposite wall to make your way back to the ground level (📷).
III. Sneak over to the guard (use a slight inclination of ● and follow the prompt to take him down silently. Head past the grated car to reach a hole in the wall at the far end of the chamber (📷), then follow instructions on the use of stealth attacks from cover.
D

A Main Walkthrough: These paragraphs are the backbone of the walkthrough, detailing most of the steps you must take – and missteps you should strive to avoid – on your journey through each story chapter. We have taken the utmost care to avoid needless story spoilers. Each entry is accompanied by an illustrative screenshot, with the reading order indicated by Roman numerals. Unless directly referenced, a camera icon in the copy text (📷) indicates exactly which part of a sentence is illustrated in the accompanying image.

B Treasures: Each Treasure is covered in its own unique box-out, with text and a (if necessary, annotated) screenshot revealing how you can obtain it. As many Treasures are easily missed, we also include timely prompts in the main walkthrough. We have numbered every collectible for ease of reference, with this order reflected in a master checklist found in the Reference & Analysis chapter.

C Major Battles: The most challenging or interesting combat exchanges are covered over dedicated double-page spreads that feature an annotated top-down map, with screenshots and helpful advice linked to pertinent locales. As an aid to orientation, we use the same camera icon as for the main walkthrough entries to represent the view from the connected images.

D Unique Events: For extended chase sequences and equivalent set-pieces, we use series of screenshots and short captions, aligned vertically, to highlight moments of note and significant dangers.

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E **Puzzle Solutions:** Whenever the story presents you with a puzzle, we offer hints of escalating import in the main walkthrough text. If these do not lead you to the "Eureka!" moment you crave, you can refer to a dedicated "Solution" box-out. These present a gradual explanation of the conundrum at hand, offering you time to realize (and enjoy) the subsequent steps for yourself, before concluding with a written answer. If this doesn't help, or you're in an almighty hurry, you can refer to the **Walkthrough Addendum** for a simple *visual* solution.

F **Feature Introductions:** When new weapons or enemy archetypes are introduced, we offer a short but informative appraisal of their strengths and weaknesses.

G **Developer Commentaries:** In these special sections, key members of the Naughty Dog team offer their thoughts on subjects ranging from game design to artistic inspiration. As these entries may discuss an area of gameplay in its entirety, particularly spoiler-sensitive readers may wish to leave these fascinating insights and asides until they are ready to turn the page.

H **Walkthrough Addendum:** Primarily designed for a second playthrough, but prepared with a minimum of story spoilers for use at any time, this section of the Extras chapter includes stealth strategies, unconventional or imaginative tactics, unusual features and secrets, and advice on mastering the unlockable Crushing difficulty setting.

CHAPTER 1:

ANOTHER ROUND

I. The opening brawl is heavily choreographed and acts as a crash course in melee combat. Though the action may be brutal, the learning curve is not: you'll sail through the opening section of the affray by following the onscreen prompts (📷). When the last thug falls, approach the door to continue.

II. The fight continues with a tutorial on the use of the throw move (📷). When you face multiple assailants in a melee battle – or, in the future, have a fistfight interrupted by an armed interloper – this technique enables you to temporarily disable opponents in order to concentrate on one particular target, or beat a hasty retreat.

III. The fight against the imposing bruiser in the pub toilet is a lesson in the importance of counterattacks when you face stronger opponents (📷). After escaping his grab by pressing ◎ repeatedly, move in close to engage him, then press △ to evade his first assault. While he is off-balance, you can safely launch a flurry of blows with □. Each time he recovers his composure, be ready to dodge again with △. Once you return to the bar area, collect Treasures #1 and #2 before you follow Sully into the kitchen and face a final trio of opponents. Exit via the back door to end the chapter.

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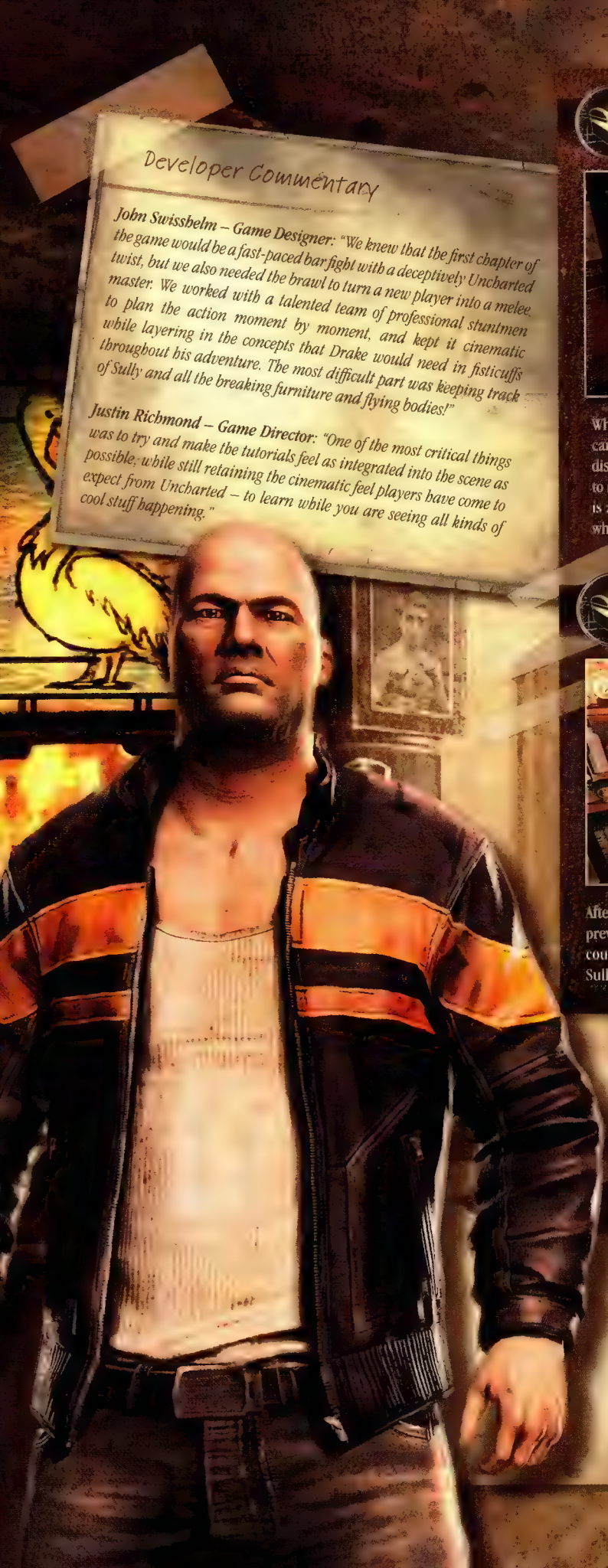
Developer Commentary

John Swissbelm – Game Designer: *"We knew that the first chapter of the game would be a fast-paced bar fight with a deceptively Uncharted twist, but we also needed the brawl to turn a new player into a melee master. We worked with a talented team of professional stuntmen to plan the action moment by moment, and kept it cinematic while layering in the concepts that Drake would need in fisticuffs throughout his adventure. The most difficult part was keeping track of Sully and all the breaking furniture and flying bodies!"*

Justin Richmond – Game Director: *"One of the most critical things was to try and make the tutorials feel as integrated into the scene as possible, while still retaining the cinematic feel players have come to expect from Uncharted – to learn while you are seeing all kinds of cool stuff happening."*



#1 ANTIQUE BOXING MEDALLION

When Nate is thrown into the lower area of the pub, this Treasure can be found in a slot machine coin tray. If the machine isn't disturbed during the brawl, you will need to bump into the device to make it appear. You can collect it before you assist Sully when he is attacked and held at the other end of the bar, or pick it up later when you return to grab Treasure #2.

#2 BRASS VESTA CASE

After the fight with the Brute in the toilets, you will return to the previous area. Treasure #2 is located on a shelf behind the bar counter. You must collect it (and Treasure #1) before you follow Sully into the kitchen.

ENEMY ARCHETYPE: BRUTE

The imposing thug that Nate faces in the pub toilet is a member of a unique enemy class that you will encounter on numerous occasions during the single-player story. Though they may vary in appearance, their sheer bulk and single-minded proclivity for melee combat makes them easy to recognize. If you cannot neutralize these individuals with weapons before they reach Nate, bear in mind that use of the △ counterattack isn't simply a beneficial option during bouts of fisticuffs with such opponents: it's a ***necessity***. If they manage to grab you, escape by tapping ○.

CHAPTER 2:

GREATNESS FROM SMALL BEGINNINGS

I. Nate's journal (tap SELECT to open it) contains a picture of the display case that he is seeking, though there's no immediate hurry to reach it. Feel free to study the other exhibits (press ✣ when the prompt appears) and be sure to collect Treasures #3 and #4. You can actually unlock a Trophy by interacting with almost every exhibit in the museum before you approach your goal. Examining the appropriate display case in the upstairs gallery triggers a cutscene (📷).

II. Your objective outside the museum is to tail Sully without being detected. You can achieve this by using the cover system (follow the prompts as they appear) and by maintaining a safe distance when no suitable hiding spots are available. Collect Treasure #5 directly outside the museum, then grab Treasures #6 and #7 before you follow Sully into the meat market (📷). Approach the door and press Ⓐ to pass through it.

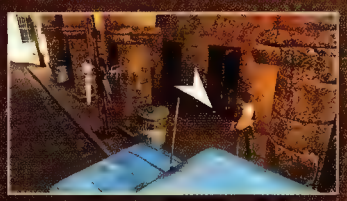
#3 EMERALD AND DIAMOND RING

Look inside the barrel of the third cannon along as you walk through the first room of the museum.

#4 ANTIQUE COIN PURSE

Found behind a potted plant in an alcove next to the staircase leading to the upper level of the museum.

#5 ANTIQUE COLOMBIAN SOUP LADLE



On the streets outside the museum, this Treasure is hidden in a doorway to the right of a battered blue car. Collect this before you follow Sully.

#6 POTTERY CHIMÚ VESSEL

As you follow Sully into a crowded shopping area, look for the Mercado Estupendo and Frutas stores to your left. This Treasure is located on a stall directly opposite.

#7 ANCIENT CHUPICUARO FIGURE

Before you approach the meat market where Sully is standing, follow the road as it turns to the left and climb the narrow steps pictured here to find the Treasure on a locked gate.

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III. Climb the drainpipe and follow the route pictured here. Nate will automatically transition to swinging when you reach the horizontal bars; on the final bar, hold ◐ towards the nearby ledge and tap ⊗ to jump when you have sufficient momentum. From here, traverse to the right to arrive on a lintel beside the second window along to see what Sully is up to.

IV. After the short cutscene ends, climb to the right. When the pipe breaks, swing over to the balcony, then run to the far side to track Sully's movements. Collect Treasure #8 from beside the potted plant, then jump over to hang from the other side of the balustrade. From this position, follow the route illustrated in the accompanying screenshot; tap ⊗ while hanging from the sign to transition to the opposite side. On the rooftop, jump onto the Hotel Arrecife sign and collect Treasure #9 at the top. Press ◎ at slow, regular intervals to safely return to street level. On the ground, head up the nearby steps, then follow Sully and his female companion across the square.

Developer Commentary

Jonathan Stein – Game Designer: "The Colombian flashback provided some unique opportunities for training and storytelling. It's reasonable to believe that young Drake was less proficient at core skills such as taking cover or elaborate traversal, and we hope that lends some freshness and authenticity to the tutorial sequences. Given the central importance of Drake's relationship with Sully in the story, we were eager to show how their friendship first blossomed and became characterized by both mutual respect and a certain degree of one-upmanship. We also feel Marlowe and her minions – our antagonists – become even more interesting after it becomes evident how long they've been after Drake and his ring. Finally, who can resist an opportunity to revisit 80's fashion and haircuts? We opted to stay away from the mullets."

#8 SHAMANISTIC JAGUAR HEAD

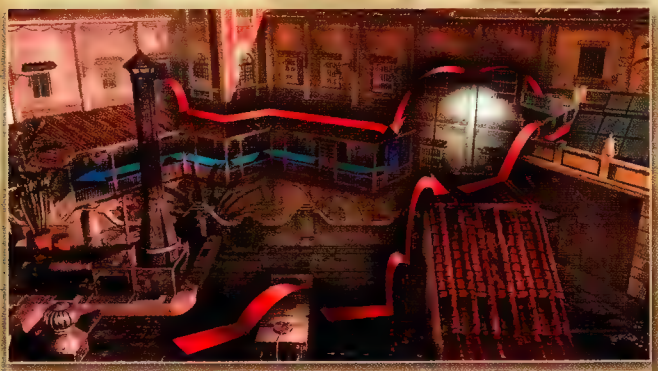
Positioned on the balcony beside a potted plant as you follow Sully after his visit to the locksmith. Collect it before you jump over to the sign.

#9 ANTIQUE COLOMBIAN TABLE KNIFE

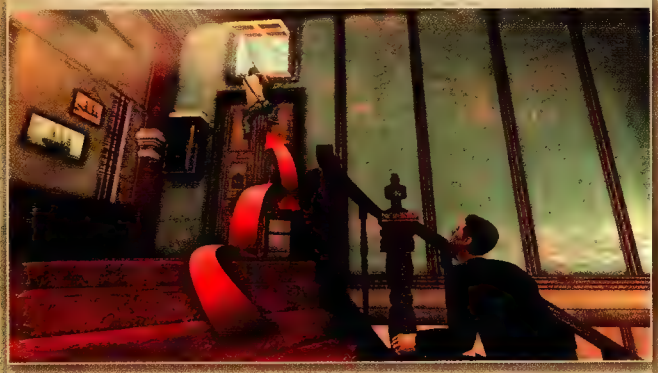
This is found in the "O" of the "Hotel Arrecife" sign. Climb to the top of the sign and collect this Treasure before you drop down to the street below.

CHAPTER 3:

SECOND STORY WORK



I. Jump to the rope to reach the rooftop on the opposite side of the street, then follow the route illustrated here to reach an open window and reenter the Museo Maritimo. An alternative route including a detour to collect Treasure #10 from the balcony below is marked by a blue line on the accompanying screenshot. Once through the window, collect Treasures #11 and #12, then press △ when you reach the display case in the center of the room.



II. The next section is an intense chase sequence as Nate attempts to evade capture. There are numerous checkpoints, so it's of no real consequence if you fail. On the page to the right, we show key moments from the escape where the route may not be immediately apparent. Start by tearing up the stairs, then climb up and jump through an opening above a door (R2). At the top of the next set of stairs, break through the door and tap ○ rapidly to shake the henchman off as Nate squeezes through the gap beside the gate.

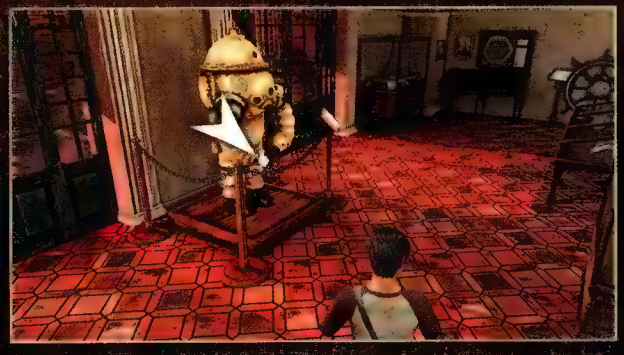
#10 DOG-SHAPED INCAN WHISTLE

After swinging over to the roof above a balcony via a light fixture, tap ○ to drop to the wooden balustrade below. Pick up the Treasure next to the bench at the opposite end of the balcony, then hop over the railing to the left and climb the lattice to reach the roof.

#11 SEVENTEENTH CENTURY COIN

Found on the floor, next to the rusty lever to the right of the ship's wheel.

#12 SILVER CHIMÚ PENDANT



Held in the claws of the antique diving suit.

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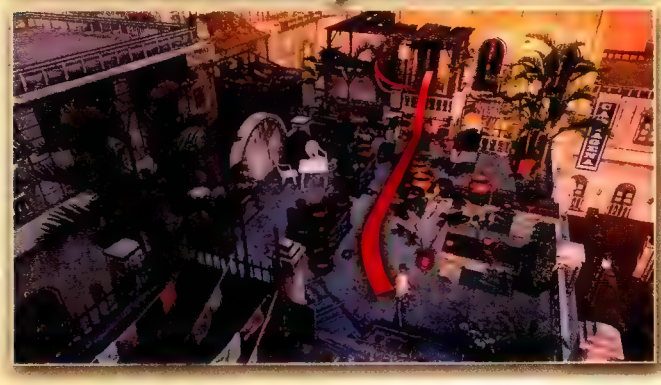
III. Run along the rooftop, then veer to the right; use the wooden ramp to gain sufficient height to leap over to the opposite balcony (📷).

IV. Run to the right, then quickly climb onto the low roof around the corner. Leap onto the balcony and retrace your steps on this upper level (📷), then climb onto the rooftop.

V. Leap over to the roof above a small balcony. The four platforms pictured here will crumble seconds after Nate lands on them; you have just enough time to land, line up the next jump, then leap before they plummet (📷). On the fourth awning , climb onto the roof above.

VI. Run directly ahead, then veer to the left and hop onto the extractor fan to jump over to the ledge. As Sully restrains the henchman, traverse slightly to the right, pull Nate up, run to the right and climb to the area above. From here, make the huge leap to the next building. When Nate drops from the drainpipe, press ⊗ when the prompt appears to leap through the window below (📷).



VII. The game camera will make the route clear as you tear through the apartment building. When you reach a bedroom, tap ⊗ to hop over the bed, then again to vault the railing. Run to the right, climbing as required, then use the light fixture to swing to the glass skylight. Leap or run to get off this surface before the henchmen pursuing Nate land. Jump onto the next balcony, then vault the balustrade to the left (📷).

CHAPTER 4:

RUN TO GROUND

I. Run towards Sully and Cutter and squeeze through the tight gap, collecting Treasure #13 when you reach the other side. Vault the low fence, then climb to the drainpipe beside the locked gate; when Cutter presents his alternative solution, drop to the ground with ◎. Clamber over the next barrier, approach the yellow trailer and tap ◎ when prompted, then use L to move it into position (▣).

II. When you reach the green shutter door, climb the nearby drainpipe and follow the route specified in the accompanying screenshot. When the upper section of the pipe breaks away, use ⊗ and L to jump to safety. Drop onto the roof at the end of the climb, then jump onto the pipe below the satellite dish. Swing over to the sign, vault to the other side, jump to the metal pulley behind Nate, then clamber through the window to the left.

#13 DIAMOND-STUDDED HORSE BROOCH

After squeezing through the tight gap between buildings and vaulting the metal barrier, this is just off to the right, in front of a wooden fence topped with razor wire.

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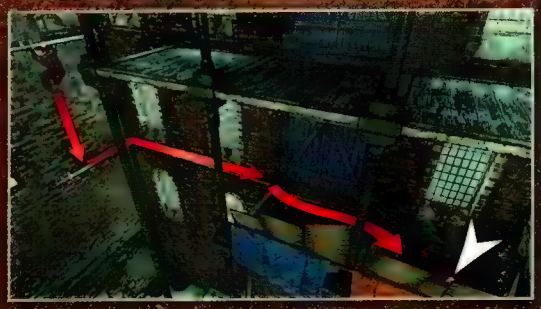
III. Nate won't survive a drop to the floor below, so you'll need to take a relatively circuitous route to ground level. Move to the other end of the wooden walkway, then jump over to the pipes on the wall; from here, move over and drop down to the open window. After a detour for Treasure #14, change sides on the wall by passing through the open window, then use the pipe and ledges to reach the ground (▣). You can now collect Treasure #15. Approach the shutter door and press △ to open it.

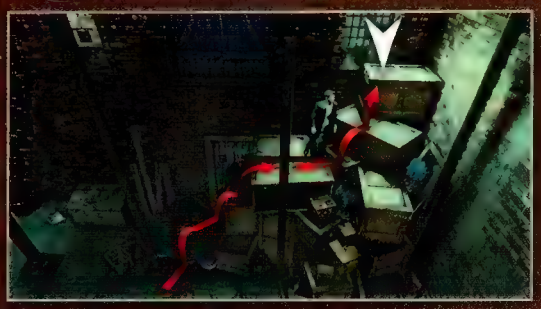
IV. After Sully, Cutter and Chloe enter, there is a small puzzle to solve: where is Marlowe's car? Nate's companions will make comments to draw him to positions where the clues lie. In the first, Cutter will call him over to look at recent tire tracks. After this, look for four nearby stones on the ground with wet tire marks (▣). Stand on one of these, and Nate will discover that they are pressure pads. Move to another stone, and a cutscene will ensue. Press ⊗ to jump at Nate's prompt. Finally, follow the onscreen instructions to hold L2 and use R to shine your flashlight at the closest wall – unlocking the hidden light sensors will open the way.

#14 CORAL CAMEO BROOCH

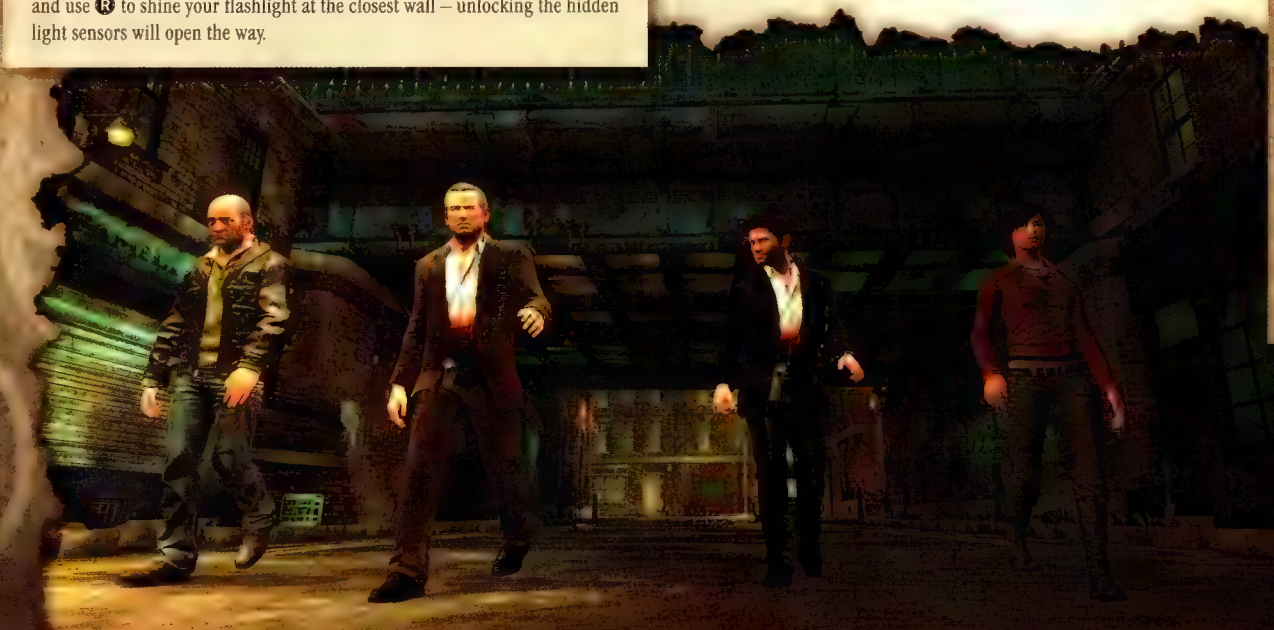


This is on the platform beneath the wooden walkway where you begin after entering the warehouse. When you reach the window, drop to the pipe below and traverse to the right. After collecting it, drop to a hanging position on the edge of the platform with ◎, then use the pipe to return to your previous position.

#15 VICTORIAN LOCKET AND CHAIN



This can be found at the top of a stack of crates opposite the shutter door.

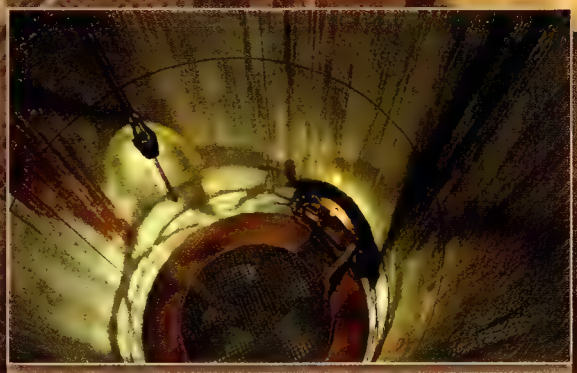


V. Follow the tunnel until you reach an apparent dead end, examine the nearby door with △, then draw Nate's pistol to shoot the lock (🔫). Use L1 to squeeze through the gap. When you encounter the two besuited henchmen, shoot the opponent on the right first; Cutter should take care of his companion, though you can deal with both if you're quick.

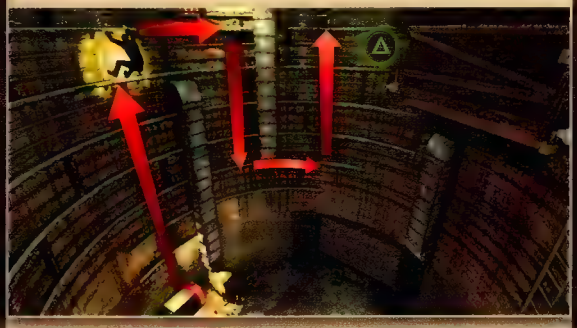
VI. Two further assailants enter the room via an opening above a ladder (🔫). Once they have been neutralized, collect Treasure #16, climb the ladder and drop into the waterlogged room just beyond it. Though you may notice that your opponents drop the .45 Defender pistol, you cannot collect these: Sully and Cutter insist that Nate should stick with his silenced sidearm.

SILENCED PISTOL

Silencer aside, this is actually a run-of-the-mill pistol. While a headshot to an unprotected assailant is an instant kill, shots to other body parts generally require at least two bullets to secure a takedown on Normal, but more on higher difficulty levels.

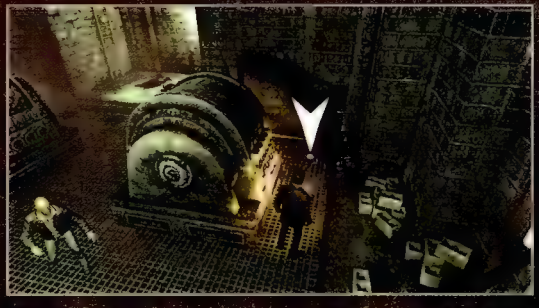


VII. You must use the pipework in the shaft to safely reach the area below, but be sure to collect Treasure #17 and the Special Treasure before you begin the descent. Jump back to the long vertical pipe after collecting Treasure #17, then hold L down to slide rapidly to the bottom (). In the next room, take cover behind the wooden pallet on the left as the two henchmen approach. Wait for the prompt from your companions and then emerge from cover to fire. If you delay too long, Sully will deliver a stinging rebuke.



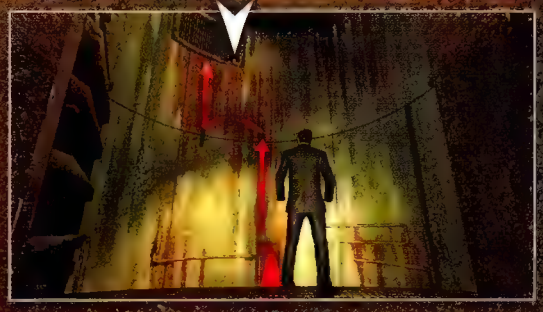
VIII. In the next room, use the pipes on the wall to reach a ladder. Once Nate kicks it down, climb into the chamber above. Collect Treasure #18, then follow the route illustrated here to reach a lever. Sully will ask Nate to give him a boost to reach a ladder leading to the opposite lever, but there's no need to do this: if you ignore him, Cutter will step in to assist. Press △ when you reach the lever (and then tap the button rapidly when prompted) to lower a platform. Run over the walkway, then drop over the edge through the opening to your left on the other side. Follow the tunnel here to reach the next chapter.

#16 SILVER ROSES BRACELET



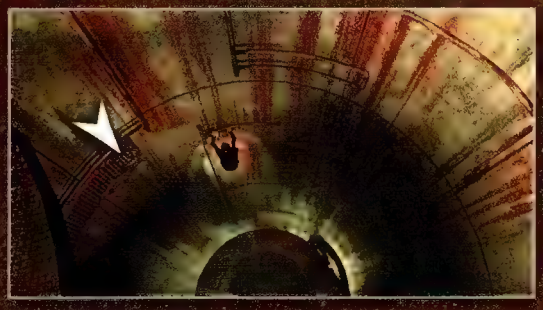
This is found just after you encounter the first pair of Marlowe's henchmen. Facing into the room after the brief shoot-out, it's behind the right-hand generator.

STRANGE RELIC



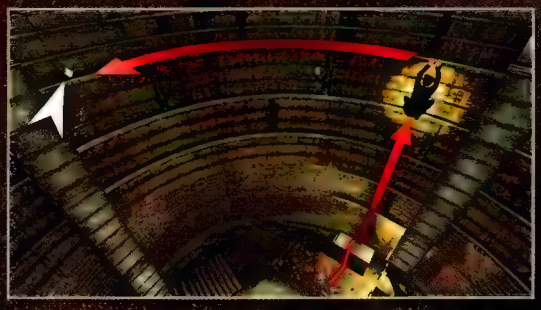
Look to the top of the deep shaft to locate this Treasure, then use the horizontal pipes to reach it. This is a unique Treasure that unlocks a special Trophy.

#17 FIERCE LION BANGLE



After collecting the Strange Relic, climb back down, then traverse to the left to find this Treasure hidden behind a grate beneath the platform.

#18 PEARL, DIAMOND AND RUBY BROOCH



Before you head towards the lever, climb over to the left to find this Treasure.

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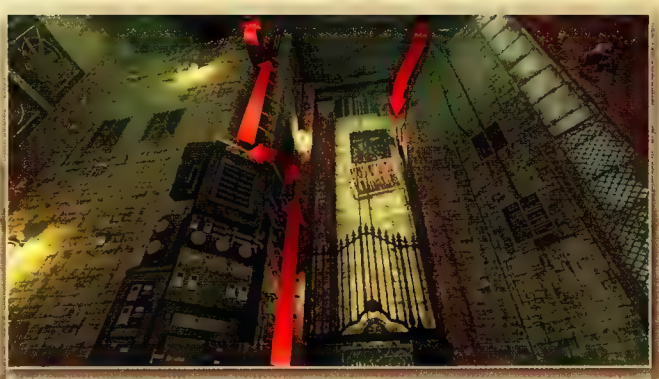
CHAPTER 5:
LONDON UNDERGROUND

Developer Commentary

Richard Lemarchand – Co-Lead Game Designer: "The Victorian station and the surrounding areas drew inspiration from many different sources. Our top-level design goal was to capture a feeling of an unsettling journey through the multi-layered subterranean spaces of London. We looked at lots of photos taken by urban explorers – people whose dangerous and often illegal pastime takes them into the same kind of tunnels and caverns that our heroes are breaking into. We found some photo reference of a real-life abandoned Victorian underground train station in London, which looked very creepy – a vast, iron-girded space festooned with dangling cables and accumulated filth.

I also did a lot of research into the Victorian "Gothic Revival" movement, where post-industrial technology was applied to the aesthetic principles of medieval cathedral-building. The statues that you see in the Victorian station are inspired by the artists and sculptors of that period, as well as many of the architectural details. I grew up enjoying the marvelous Victorian train stations near where I lived in England, and the design of the Victorian station owes a lot to the great architects and engineers who designed them – people like Isambard Kingdom Brunel and George Gilbert Scott."



I. After leaving the rocky tunnel, approach the elevator to trigger a cinematic interlude. To reach the counterweight, start your climb at the ladder to the left of the elevator, then follow the route detailed in the accompanying screenshot. You will need to perform a wall spring high above the room to reach the ironwork behind Nate: hold L towards it and tap ⊗ to make the leap. From there, shimmy to the left.

II. Clamber through the opening next to the counterweight and walk on the beams above Sully and Cutter. Jump over the gap when you reach it, then move to the end of the curved girder. From here, you will see two henchmen as they arrive; either help Cutter and Sully by taking one or both of the enemies, or leave Nate's partners to deal with them. Jump over to the ledge to your left, then press ⊗ to climb up and carefully edge around the corner. You can then use the chandeliers and broken brickwork on the opposite wall to make your way back to the ground level (📷).

III. Sneak over to the guard (use a slight inclination of L) and follow the prompt to take him down silently. Head past the parked car to reach a hole in the wall at the far end of the chamber (📷), then follow instructions on the use of stealth attacks from cover.

IV. Run through the tunnel, then head up the staircase; a cinematic interlude will begin on the upper level. When it ends, there is a further tutorial on stealth attacks where Nate disables the two men left to stand guard. After a second cutscene, press SELECT to open Nate's journal and examine a clue: a picture of the Golden Hind's figurehead. The screenshot here shows the climbing route you must take to reach it (don't forget to collect Treasure #19 on the way). Press △ when the prompt appears.

V. After you interact with the figurehead, two of Marlowe's guards will burst through the door below. Use R to aim from the ledge and disable them swiftly; after Nate examines his prize, emerge from cover to shoot the others that arrive behind them. Collect a .45 Defender and all available ammunition before you leave the room. You should also take a detour to pick up Treasure #20 (and obtain the Ride the Crocodile Trophy – see Treasure description for details) before you retrace your steps to the rocky tunnel. Take cover to the left of the hole in the wall and fire on a pair of henchmen as they arrive (🎧).

.45 DEFENDER

A stock pistol favored by rank-and-file members of Marlowe's security force, this is a solid but unspectacular firearm. Its primary merit is that ammunition tends to be plentiful in the areas where it appears, though it is often overshadowed by weapons with a little more stopping power.

#19 VICTORIAN COPPER PENNY

As you begin the climb to reach the Golden Hind figurehead, pick up this treasure on the ledge above and to the left of the fireplace.

#20 VICTORIAN GOLD SOVEREIGN

After fighting Marlowe's men as they burst into the library, leave via the door and take the staircase back to the upper level. This easily missed Treasure is under an illuminated display case on the far balcony. After picking it up, hop over the railing to the right and stand on the crocodile to unlock a Trophy before you continue.

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MAJOR BATTLE:

UNDERGROUND ESCAPE

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Enemy movement
	Treasure
	Objective

VI:

- The first major battle in Uncharted 3: Drake's Deception begins as you return to the Victorian train station. Snap into position behind the balustrade almost directly ahead as you exit the tunnel. This is a great position to fight this opening battle. The slight elevation it offers is an advantage – it makes it easier to achieve headshots on opponents behind cover.
- The enemies wearing goggles and concealed by smoke in the distance can be killed with headshots – aim for the glowing red "eyes". Achieving this will enable you to collect their firearms. Once you have their weapons, you will find it much easier to kill these opponents in subsequent encounters.
- If an opponent should arrive via the steps on the left, unleash a volley of blindfire shots to take them down without exposing Nate. When the last enemy falls, collect ammunition before you continue.

VII:

- Approaching the train cars initiates a second wave. Take cover behind the car to the left, then watch the train to the right for two henchmen climbing on top of it. Take these down with controlled bursts of rifle fire before they move any further, then concentrate on the handful of further assailants who mostly remain behind cover.
- Individual enemies who run towards your position can be taken down with blindfire when they draw near.
- Resupply your ammunition if required. Collect Treasure #21 (see overleaf), then head forward to meet the next wave of assailants.

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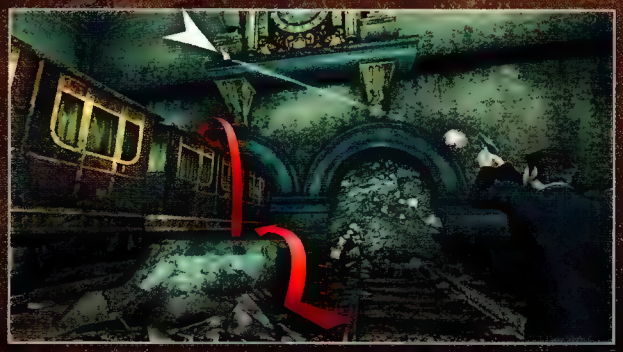
VIII:

- The angled wooden crates seem as if they may leave you exposed to incoming fire, but that's really not the case. Once again, being at a slightly higher elevation than your opponents offers a slight advantage.

- If you are seeking M9 or Mag 5 ammunition (or failed to obtain either weapon during the first wave), kill at least a couple of the opponents immediately in front of your position before you engage the goggle-wearing marksmen shrouded by smoke. This makes it easier to line up a clear, uninterrupted shot.

- After the smoke clears, be ready to engage the two henchmen who arrive through the hole in the wall on the left. If you sprint for this position when the preceding firefight ends, you can take them down before they can even draw their weapons.

#21 SILVER HUNTER POCKETWATCH



After neutralizing the henchmen in the area with the train cars, examine the ornate wall clock to find this Treasure embedded beneath a statue. Dislodge it with a single shot, then climb on top of the passenger car to collect it.

KAL 7

This long gun is a solid, reliable workhorse. Over medium distances, tap the trigger to fire individual bullets, and you will find that it's actually a surprisingly effective headshot weapon. Full automatic fire, by contrast, is only efficient at reasonably close range.

M9

Another "bonus" weapon during the battles that follow the escape from the Secret Library, the M9 does not appear again until much later in the story. The reason for this should become apparent when you use it: it cuts through unarmored enemies with ridiculous ease. Try to brush the trigger lightly for single shots or small bursts of fire. Full automatic fire really isn't necessary, and burns through clips in a flash.

MAG 5

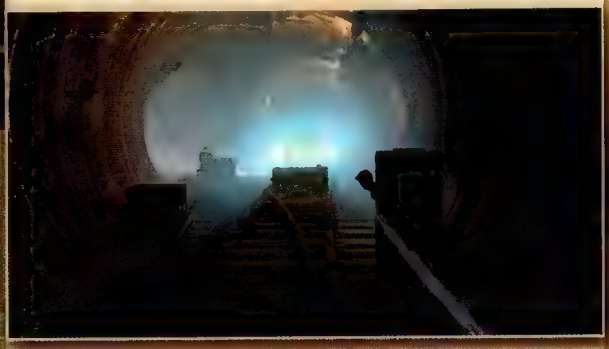
The London Underground chapter features three combat encounters where opponents obscured by smoke fire on Nate and his companions from distance with the powerful Mag 5 sidearm and M9 long gun. If you miss them narrowly while firing on them, or make a non-lethal body shot, they will immediately retreat from the battle. However, achieving clean takedowns with headshots will enable you to collect their firearms.

The Mag 5 boasts excellent stopping power. A single shot to the torso will secure an instant kill against the opponents you encounter during this chapter, so be sure to make your limited ammo stocks count.

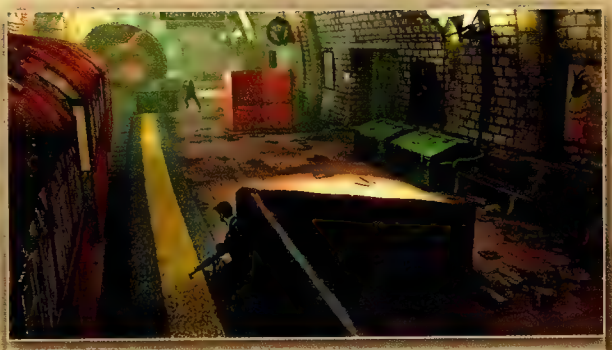
SAWED-OFF SHOTGUN

It may only hold two cartridges per reload, but the Sawed-Off Shotgun has a phenomenally fast rate of fire. Though best suited to close-range engagements (especially point-blank blindfire ambushes), most unarmored opponents will still fall to both barrels over slightly longer distances. That said, the KAL 7 or M9 still remain better choices for the remaining battles of this chapter – unless, that is, you're looking to mix things up on a second playthrough.

IX. Once you clear the Victorian station, head through the new hole in the wall and run up the steps. Be cautious as you round the corner at the top, as there are enemies in this room: one to the right, and a further two in cover to the left. Shooting the propane tanks (📷) is an effective way to kill or temporarily disable them. Deal with the guard to the right first, then inch around the corner to deal with the other two; one of these wields a shotgun, so rushing in is inadvisable. Climb the ladder to continue.



X. When you reach the train tunnels, run to the right and take cover behind the green box (📷). As in the earlier engagements, your opponents employ smoke to mask the movements of marksmen while other henchmen move towards your position. Once again, shooting the shadowy specialists is optional, but leads to the reward of the Mag 5; if you defeat their allies first, they will retreat as the fog clears.



XI. Further along the tunnel, there is another short engagement after Cutter recognizes North Atwood station. Climb straight onto the platform and make a stand from the first cover position (📷). A second group of opponents will enter the fray. One or two of these may well attempt to run behind the train car and circle around to attack from the rear, so pay close attention to their movements and reposition yourself accordingly. Collect Treasure #22 before you leave the platform.

XII. Watch out for an enemy wielding a shotgun as you leave the platform. Head up the steps, but be ready to engage assailants as you approach the room above: they will move to attack Nate as he reaches the top. There are additional guards to the left as you enter this area, so take cover and deal with them. A further wave of opponents will appear in a cloud of smoke behind the locked gate. You can safely ignore these and make a sprint for the next staircase, or shoot them for a boost to your stats: it's your choice. At the top of the steps, take cover and shoot the henchmen who give chase, then run to the secured gate and shoot the lock when Sully calls you over. Barge into the wooden barrier to end the chapter.

#22 ART NOUVEAU FLASK

This Treasure is located in front of the train at North Atwood station, on the tracks. Collect it before you leave the platform.

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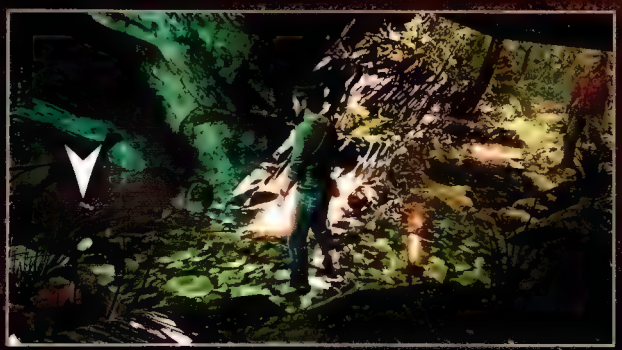
CHAPTER 8

THE CHATEAU

I. The fork in the path directly at the start of this chapter presents the illusion of a maze of paths through the dense forest, but the route to the chateau isn't that complicated. Make a detour to reach Treasure #23 when you reach a small stream (📼), then head right when you reach the waterfall to first lay eyes on your destination. Head left as you leave the narrow path and collect Treasure #24.

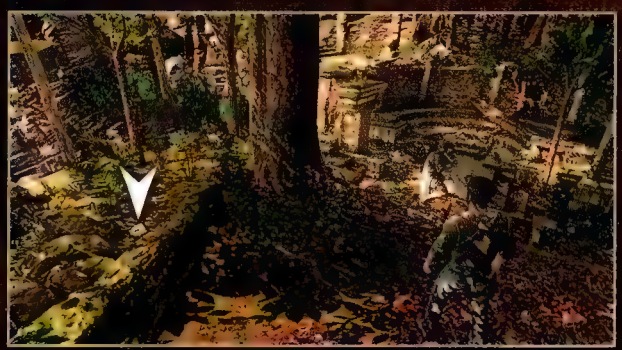
II. Jump up to the platform just to the right of the statue of a flautist, then walk around the small ledge to reach a cave entrance (📼). Once inside, leap over to the ledge to the right; haul Nate up, then jump to the path below. Walk over the log bridge, then veer left and drop down. Run up the slope and approach the door of the chateau.

#23 ANTIQUE WAX SEAL STAMP



Follow the stream away from the waterfall to find this Treasure hidden inside a small cave.

#24 GOLD INLAY CAMEO BANGLE



From the exit to the narrow path that you follow after passing the waterfall, turn left; when the path forks, take the slight sloped route on the left. This Treasure is concealed behind a low, moss-covered wall.

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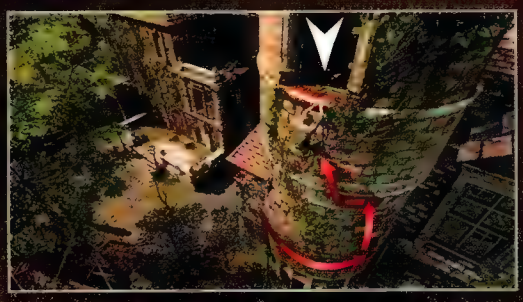
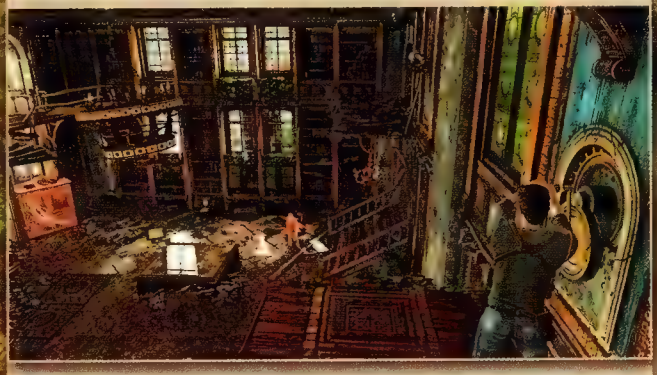
#25 DIAMOND AND PEARL BRACELET



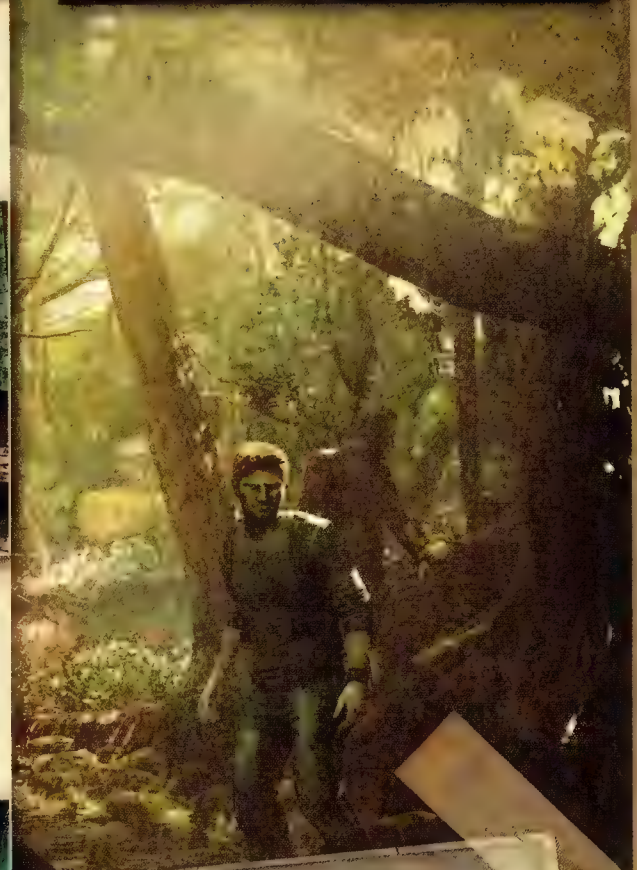
When you reach the crumbled brickwork opening in the tower, continue to the right via the ledge just below it, then climb to the upper room. Collect the Treasure, then drop through the hole in the floor to return to the main path.

III. With the door fastened tight by nature and decay, you will need to find an alternative route into the building. Start at the ledges to the right of the door, then follow the route in the accompanying screenshot. The leap from the first roof to the next part of the building is a long one, so try to delay the button press until Nate reaches the edge for maximum distance. When you reach the opening in the tower, continue to the right to reach Treasure #25 before you climb inside.

IV. When you reach a partially collapsed floor section, attempt to drop to the platform below it. After Nate lands (albeit in an unexpected fashion), shoot the lock on the window to allow Sully to enter when he calls. With the room's exit blocked by a large wooden beam, you must reach the upper level to dislodge it. Approach the wooden cabinet to the left of the position where Sully entered and press △ to move it upright with his assistance (📷); you can then reach the broken spiral staircase.

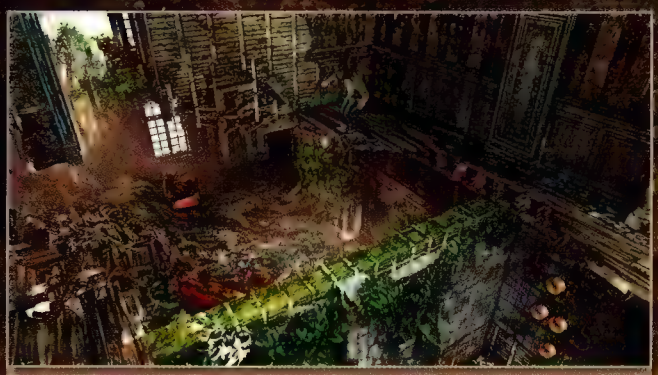


V. When you reach the upper area, use the chandelier to reach the balcony on the opposite side of the room. Operate the lever (📷) to raise the other chandelier, then use the two light fixtures to reach the isolated platform above the blocked exit. Tap △ to help Sully open the door below, then drop back down and follow him through.



Developer Commentary

Eric Schatz – Game Designer: "Ideas for the design of the Chateau were drawn from research into castle and house architecture found throughout Europe, including some grand, decadent structures that were slowly being reclaimed by natural forces. By looking at photos of real-life derelict houses, we were able to learn how to portray a type of decay that is at the same time both ugly and strikingly beautiful."



VI. Head through the dilapidated kitchen and use the broken floor sections to reach the room above, then drop behind the kitchen wall into the room where tree roots sprawl over the decaying carpet (📷). Collect Treasure #26 when a brief cinematic interlude ends, then jump through the open window at the top of the stairs. Enter the opening to the left, then press △ when you reach the next doorway to dislodge the wooden beams.

VII. Collect Treasure #27, then open Nate's journal for hints on how to open a secret entrance. Two pages show four armored soldiers wielding a shield, axe, morning star and sword; each of these faces either an axe or a shield (📷). There are four corresponding statues in the room; press △ and use L to adjust their orientation in 90 degree increments. Your goal is to adjust the position of the statues in the room in accordance with the clues in the journal. If you need additional help, you can find the solution to this puzzle on the page to your right.

VIII. Once it has been unlocked, Nate will automatically enter the secret passage when you approach it. In the caverns below, collect Treasure #28, then head downwards and move through the tight gap; tap △ rapidly to squeeze through the final section. Jump into the water and hold ◎ to dive under the rock ceiling. On the other side of the submerged tunnel, wade to dry ground and jump over the gap directly ahead, then use the distinctly colored ledges to ascend to a well opening (📷). The lower stone section will begin to crumble after you spring backwards to reach it, so be quick to jump up after you land.

Developer Commentary

Eric Schatz – Game Designer: *"The Statue puzzle was partly inspired by one found in Uncharted: Drake's Fortune, where Nate had to rotate several emblems on a wall into the correct orientation (shown in his journal) to open a secret entrance. It's less of a puzzle and more of a matching game, where the challenging part is figuring out what the drawing in the journal means – how the pictures of the knights relate to the knights in the room."*

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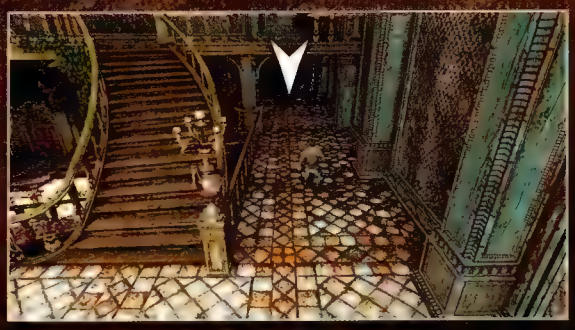
#26 LOUIS XVI LOUIS D'OR COIN

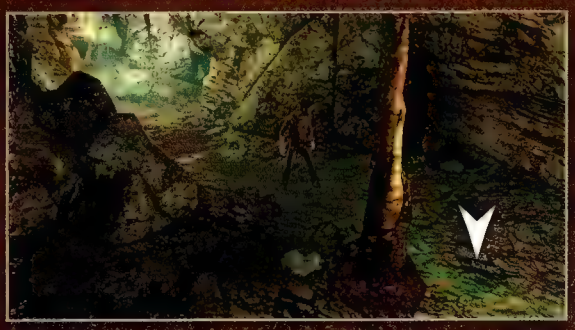


After the cutscene where Nate and Sully reach the top of the grand staircase, this Treasure can be found on a walkway – it's almost directly ahead of your position when the cinematic ends. You cannot return here once you drop outside, so be sure to grab it before you continue.

#27 EMERALD CAMEO BROOCH

In the statue puzzle room, walk through the arch and look up above the curtain to find this Treasure; a single pistol shot will dislodge it from its perch.

#28 ART NOUVEAU BELT BUCKLE



Right after entering the secret passage, this Treasure can be found on your right, in a little pool of water.

STATUE PUZZLE SOLUTION

Each soldier must face his peer wielding the weapon positioned to the right of him in the journal illustrations:

- Rotate the statues with the shield and axe to gaze upon each other.
- Rotate the statue holding the morning star to regard the shield bearer.
- The swordsman is already in the correct position.

MAJOR BATTLE: NORTH GROUNDS

IX:

- After the obvious opening stealth kill (R3), collect the AK-47 and pick up the propane tank to the left of Nate's starting position with A. Turn to face the three guards standing in close proximity, then hold L2 to aim it at them. Release the button to throw it, then tap R1 as it flies towards the guards. Nate will automatically draw his sidearm to shoot it, engulfing them in a deadly blast. If you are quick on the draw, you can also shoot a propane tank farther ahead beside a vehicle to kill an additional guard.

- Though the position behind the well may not be perfect, it's the only one in the area that enables you to keep your opponents in sight. On higher difficulty levels, you can lie in wait here and just pepper each opponent with blindfire as they move into range. An added benefit of this defensive strategy is that each opponent will deliver additional weapons or ammunition to your location.

- Once all enemies in your immediate vicinity have been dispatched, stock up on AK-47 ammunition and collect an Arm Micro as a replacement sidearm. Move forward to hunt down and eliminate any stragglers. After the death of the final guard, two marksmen will begin firing from the upper windows of a building. Pick them off with headshots from cover, then climb the wall and jump through one of the two windows. When you do, be ready to draw your gun and kill the Shotgun-toting thug the moment he bursts through the door.

X:

- Running through the door initiates a mandatory grenade tutorial. Follow the instructions to kill the first two assailants, then drop down to the lower level and pick up Treasure #29. Collect ammunition from the crate, then push forward for another lesson on grenade use.

- This time, you must hold L2 to aim a lofted throw from cover to hit the two opponents on the ledge. Squeeze through the gap in the wall (tap A rapidly), then head up the steps to enter another major firefight.

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Enemy movement
	Treasure
	Propane tank

AK-47

The AK-47 is at its best when you employ moderately rapid trigger presses to keep its recoil in check. Ammo is plentiful throughout Nate's stay in France, so we would recommend it over the Sawed-Off Shotgun as your primary long gun for the foreseeable future.

ARM MICRO

Though recoil and its voracious appetite for ammunition make its full auto mode inadvisable for anything but close-range combat (particularly blindfire), the Arm Micro is actually better than you might suspect in short bursts over medium distances—especially if you aim for unprotected heads.

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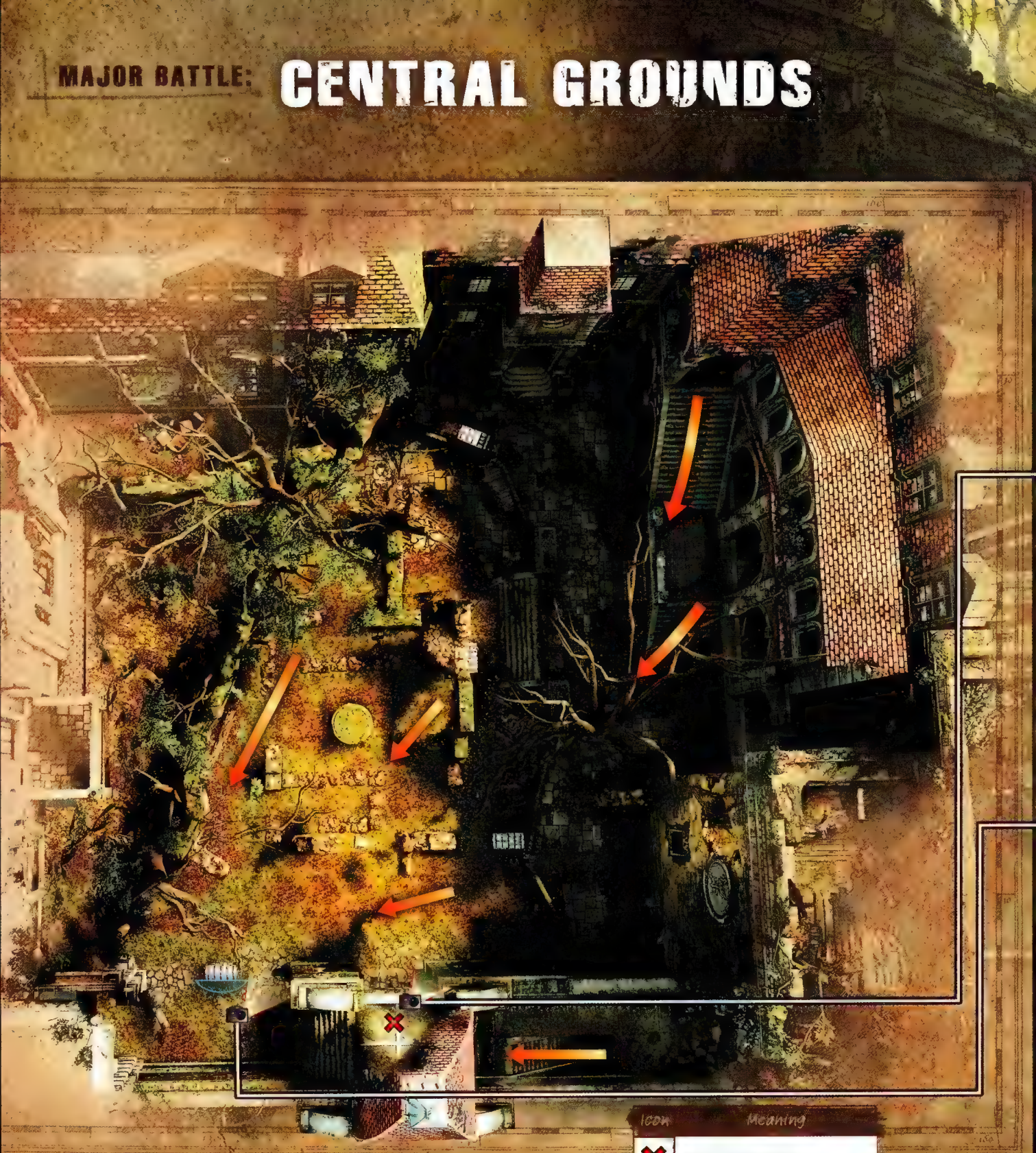
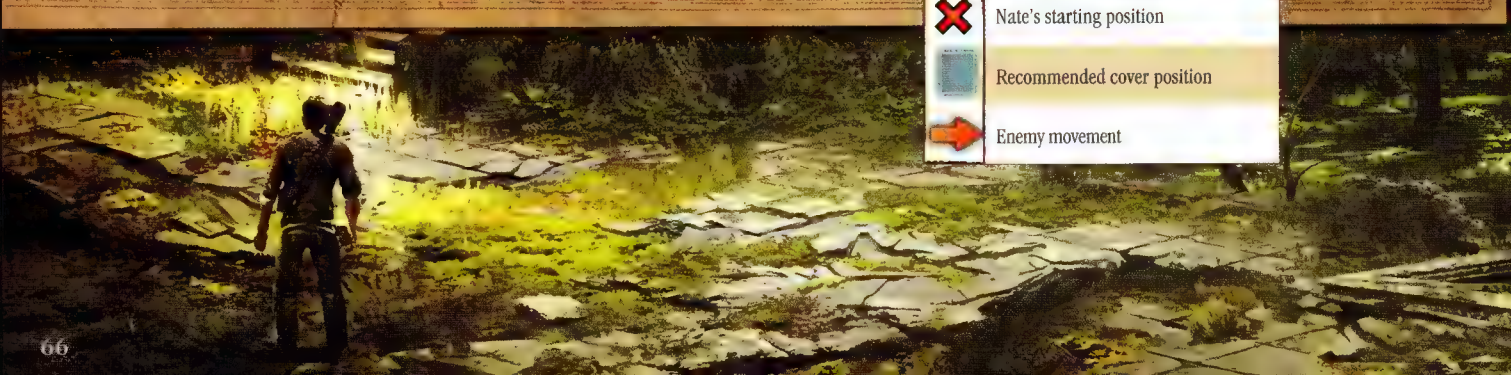
#29 RUBY AND DIAMOND RING

After the first grenade tutorial, drop down and turn to your left. This Treasure is on the ground, in a pile of rubble in a corner.

MAJOR BATTLE: CENTRAL GROUNDS



Icon	Meaning
✕	Nate's starting position
▭	Recommended cover position
➤	Enemy movement



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XI:

- From the starting cover position behind the wall (📷), throw grenades until the nearby container ceases to offer further supplies. A change in the music indicates the point that enemies become aware of your location. Leave cover and head down the steps.
- Have your weapon drawn as you walk down the steps and leave via the exit below: you may encounter enemies running in to engage you.

XII:

- This metal crate is clearly the best cover position for fighting the first wave of opponents, offering a great view of every potential angle of approach (📷). It also boasts additional grenades and a Wes-44 sidearm. We suggest that you equip this now and use the available ammunition in this battle, then retrieve your Arm Micro when the battle ends.
- An enemy with a rifle will fire from a hole in the wall at the far end of the courtyard. Make him a priority target.
- A final wave of opponents arrives from the staircase. On higher difficulty levels, it can be prudent to retreat to your previous position to engage them if you have ventured into the courtyard.
- When the battle ends, run up the steps to reach a closed door, then press △ multiple times to break through with Sully's assistance. Collect Treasure #30 once you pass through the entrance, then head down the stairs. Examine the body and use the ladder beneath a small opening in a corner to reach the lower floor.

WES-44

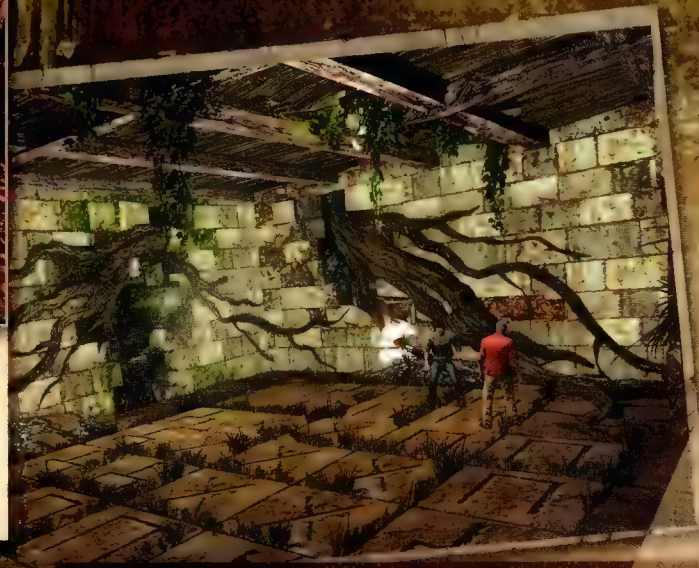
One of the rarest weapons, the Wes-44 is a magnum-class pistol with unrivalled power: a single shot to any body part will be sufficient to stop an opponent without body armor in their tracks. With bullets at a premium, though, many players will feel a need to make each shot count. This can actually put you at a disadvantage in certain pitched firefights, where doggedly lining up an optimal shooting opportunity can leave you blind to other dangers. Don't be too precious with it.

#30 SILVER ROCOCO TEAPOT

After Nate and Sully break the door open to enter the keep, move directly ahead and turn right to find ledges leading to the floor above. Walk across the beams to pick up the Treasure, then drop back down to the area below.

XIII. In a room with no apparent exit, Nate encounters a floor with floor tiles (though pressure pads would be a more precise description) marked with specific symbols. These distinctive shapes also appear in his journal (). The Latin headline on the page, "Semita Solis", is a clue: it translates approximately as "the path of the sun". The symbols, then, obliquely reveal the route Nate must take. The two unique glyphs represent the start and end point. If you need additional help, you can find the solution to this puzzle on the page to your right.

XIV. Once you have solved the puzzle, head through the opening to reach the secret laboratory. In the last of the three rooms, collect Treasure #31. Press Triangle Button to look at the paperwork on the altar and use the cipher disk for Nate to decode the clue. Once Sully moves into position, move the table aside with Triangle Button (). Climb down the ladder to reach the caves below, then head through the large wooden door to enter the Guardians puzzle room.



Developer Commentary

Eric Schatz – Game Designer: "The symbols on the Semita Solis puzzle tiles were originally the four components that comprise John Dee's Monas Hieroglyphica symbol, representing the moon, the sun, the elements, and fire. We featured the symbol a few times as a whole earlier in the level, and then this puzzle would have demonstrated how it broke apart into its separate elements. The starting and ending tiles were both the sun symbol, so the path that connected them was the 'Path of the Sun'. However, in the course of developing the historical backstory of the Chateau, we decided that this castle keep was actually built by crusaders, and that Dee had just moved in and set up his lab there. That would mean it wouldn't make sense for the puzzle to prominently feature Dee's symbols. So we changed the tiles to Sabaean letters instead. But the name stuck, and the last letter in the path is yellow and looks like a pictogram of the sun to match."

#31 MINIATURE PORTRAIT PENDANT

As you enter the final room in the secret laboratory, stop and look up at the ceiling. Shoot the Treasure to knock it to the ground.

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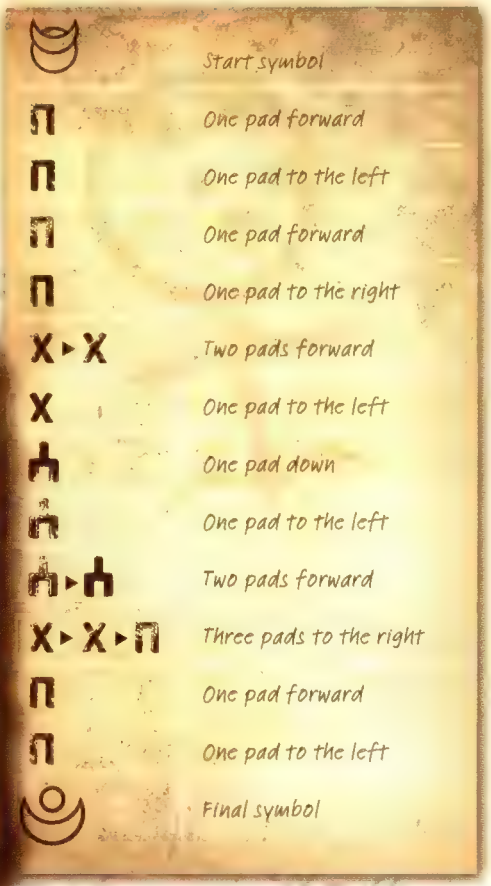
SEMITA SOLIS PUZZLE SOLUTION

From the Monad symbol, you must follow a precise path to open the secret door. In Nate's journal, read the symbols from bottom to top, then walk over the exact number of tiles displayed in each line. If a chance misstep should disturb a neighboring tile, you must start from the beginning; returning to stand on the original symbol "clears" the course.

The precise route, with all directions written in relation to the destination glyph, is:

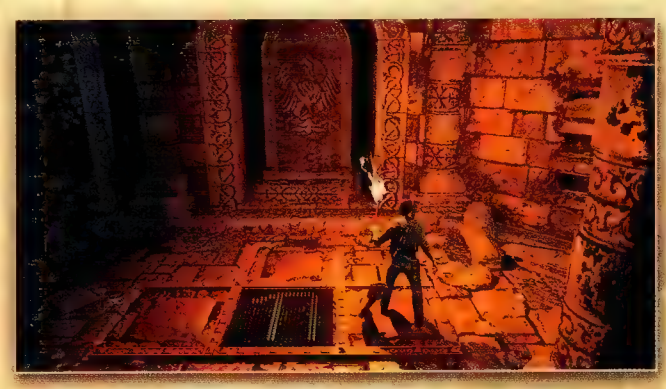


You can find a visual solution to this puzzle in our walkthrough addendum on page 237.

GUARDIANS PUZZLE

Hints

The focal point of the room is an elaborate grid on a wall (📷). The mechanism in front of it enables the operator to move one of four guardian emblems at a time – presumably to rest above specific symbols. To operate the device, tap △. Switch between the four emblems with R, and move the selected tile with L.



The three sets of reflective floor panels flicker and change as Nate approaches them from different angles. Closer scrutiny will reveal that these panels display symbols from the wall grid when Nate stands on the raised tiles that border them (📷).

Nate's journal has an illustration of the eagle emblem surrounded by three symbols (📷). There are three raised tiles surrounding the reflective panel in front of a (wall-mounted) relief of an eagle, to the left of the grid. This is the key to the puzzle: once you recognize the secret it reveals, everything should fall into place.

Guardian Emblems

Bull Emblem

Eagle Emblem

Lion Emblem

Horse Emblem

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Solution

- Start by approaching the reflective panel in front of the eagle emblem to the left of the wall grid. If you stand on each raised floor tile in turn, you will find that each icon that appears in the central panel corresponds with the illustration in Nate's journal. The eagle emblem lies at the center in the sketch. Examine the wall grid. The three icons appear in the same configuration at the bottom of the wall grid, with a diamond-shaped icon between the three. Use the mechanism to position the eagle emblem over this grid position.

- Move to the reflective panel in front of the lion emblem. Stand on each of the raised floor panels and note the icons that appear in each instance, then look for them on the wall grid. They surround an "H" icon in the upper left-hand corner. Move the lion emblem to this position.

- With one set of reflective panels buried beneath fallen stone, you must consult Nate's journal for an additional clue. The illustration on the right-hand page of the entry for this puzzle shows the exact position for the eagle emblem and the horse emblem in the bottom-left corner of the grid. This means that you need to move the horse emblem over the icon that sits two grid positions left and one up in relation to the eagle (it's a circle divided by a vertical bar).

- Finally, use the reflective panel to the right of the grid to ascertain the grid position for the bull emblem: an icon that looks like an inverted "B".

- Once you have solved the puzzle (see page 237 in our walkthrough addendum for a visual solution), squeeze through the opening beneath the wall grid and approach the stone sarcophagus at the end of the corridor. After the cutscene, return by the same path.

Developer Commentary

Eric Schatz – Game Designer: "The Guardians puzzle began with the reflective panels, which themselves came out of a desire to create gameplay elements that evoked themes of deception and illusion. The panels change depending on how you shine a light on them, and originally it was a single panel on the wall with a clock-like arm which rotated around it. You had to light the end of it on fire, and then rotate it to get a message. At some point we decided that it was more fun to have the light attached to Drake himself. That's when it evolved into multiple panels on the floor, and we gave Drake a torch."

CHAPTER 7

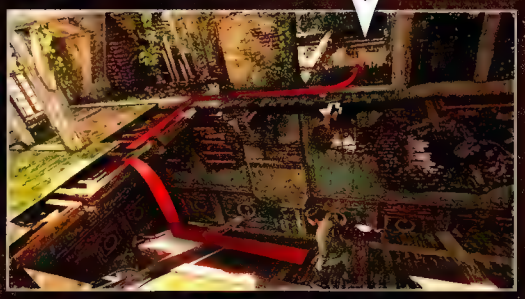
STAY IN THE LIGHT

I. Stay close to Sully as the chapter begins: the light of the torch keeps the insects at bay, but Nate will succumb quickly to their attacks if he ventures away from its glow. Press ◎ to brush insects off if they crawl on Nate. When Sully identifies an escape route, follow him there and press △ to give him a boost, then hold L forward and press ⊗ to jump up and grab his outstretched hand (📷). At the top, a frantic chase sequence begins, with Nate running into the screen as he flees the fast-moving insects. The tunnel curves to the right, so use careful adjustments of L to run at full pelt. When Nate stumbles, the insects will almost catch him: just hold L forward to hurtle through the doorway (and reach a checkpoint) before he is overwhelmed.

II. The second stretch of the chase sees the path primarily curving to the left, but with two instances where Nate must quickly climb before he can return to a full-blooded sprint. When you approach the top of the spiral staircase, be ready to leap over to Sully (📷).

III. After Nate and Sully escape through the window, drop into the nearby hole. Run past the bed and bathtub, then take a left when you reach a desk. Vault over the hole in the wall, then use the exposed beams to reach a chandelier; quickly traverse to the other side and leap to the next wall before it falls (📷). Jump onto the handhold below the ceiling, then climb up when it partially drops. Venture off to collect Treasure #32 before you continue.

#32 GOLD AND PEARL STICKPIN



After climbing from the bedroom to the floor above, don't follow Sully as he walks up the new ramp – instead, turn around and head towards the attic in the opposite direction. The Treasure is on a narrow piece of wood, next to an exposed beam.

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Developer Commentary

Justin Richmond – Game Director: *"The insects are something that we have wanted to do since Uncharted: Drake's Fortune. Getting them to look cool and behave how we wanted them to while keeping a degree of fine control over them was very difficult, but we pulled it off by making them behave like a swarm. By definition, swarms are hard to control and this was no exception. Our team had a huge amount of back and forth in our tools over how to get the insects to do what we needed them to, without killing our processing power."*

IV. At the top of the new ramp, drop through the broken floor to reach the next level down, and a cutscene introducing the arrival of hostiles. For the two on the left when the interlude ends, shoot a gas canister for a one-hit kill. Follow the route specified here to reach the opposite side of the collapsed corridor, but be ready for combat: two enemies appear in the room directly ahead when you reach the beam – dispatch them from behind the brick wall. Two further assailants attack Nate as he climbs onto solid ground, so be ready to counter with △ when Nate is restrained, then hammer ◎ to struggle free. You can either finish the fight with melee attacks, or draw a weapon.

V. Run to the opposite end of the beam across from Sully and press △ to move it, then draw a weapon and cover him as he walks across (L2). Return to the previous area and shoot the goons who attack through the hole in the ceiling, then restock your supply of ammo (with pistol rounds a priority) and approach Sully for a boost to the floor above. Though it doesn't work as intended, a volley of gunfire through a nearby wall reveals an alternative route. Shoot the assailant through the burning surface (and destroy any remaining obstacle blocking the way if required), then run through the hole.

VI. Run down the staircase and continue along the corridor. When the floor collapses, sidle along the beam, then jump to the ledges above at the appropriate moment. Climb to the ceiling, then drop to the small wooden beam below and swing over to Sully (📷). Break through the door with △, then get set for combat. Nate will be ambushed by a Brute who rushes in to engage him in a fistfight. Your experiences in London's East End earlier in the story should have prepared you for this. Focus primarily on a counterattack-based strategy where you press △ to evade a blow, then follow up with a sequence of punches with □. Tap ○ rapidly to escape a grab. Alternatively, you can raise a middle finger to the Marquess of Queensbury with a markedly unsportsmanlike solution: approach the stairwell with your AK-47 at the ready when you first enter the room, and unload the best part of an entire clip into the bruiser as he approaches.

VII. With the room ablaze, visibility is low as you engage the remaining mercenaries. Two appear to your right as you walk down the first staircase, and an aggressive shotgun user arrives when you approach the next level down, backed up by a thug in the background. If ammo for your pistol is low, scour the area for more (or a different sidearm) before you continue. When you reach the foot of the main staircase, climb the wooden ramp to your left (📷). The floor collapsing signals the beginning of a desperate escape. Start by climbing over the railing, then follow Sully. When Nate is temporarily immobilized, be ready to fire on the two assailants that arrive.

Developer Commentary

Dave Witters – Lead Lighting Artist: *"One of our big areas of focus for improvement in Uncharted 3 was global illumination. Global illumination is an approach to lighting in computer graphics that makes everything look more realistic, because it takes into account not only light from the light sources in the world, but also the way that light bounces around when it's reflected from objects in a scene.*

On Uncharted 2 we could only use a handful of dynamic lights and that was fine, since much of that game took place outside in sunlight. On Uncharted 3 we have significantly optimized our use of dynamic lights, and now we can have up to 160 on screen at one time! We can even project images through our in-game dynamic spotlights, to get effects like the patterns of colored light cast through a stained-glass window.

Christophe Balestra – Co-President: *"My favorite thing about the lighting system in Uncharted 3 is our tools. Because of the complex relationship between all the different lights in the world, making just one change to a single light can create very long global illumination recalculation times. Our tools get around this by combining different sets of lights to update the global illumination at runtime, allowing us to see our changes almost instantaneously. This allows us to iterate on our lighting very quickly, and create even better-looking levels."*

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VIII. When the corner section of the stairwell crumbles, leap over to the ledge and climb up to the right. When the next section collapses, quickly traverse to Sully's position and press Ⓐ to help him up before he falls. Climb to the top of the beams, then drop through the hole to the level below. Draw a weapon as you reach the doorway. There are several assailants in the next sequence of rooms, with walls crumbling as they burn. You should be able to deal with at least a couple of these from the safety of the first doorway, then move forward to engage their allies (📷). Late in the battle, a section of floor will fall to create a ramp to the next level up.

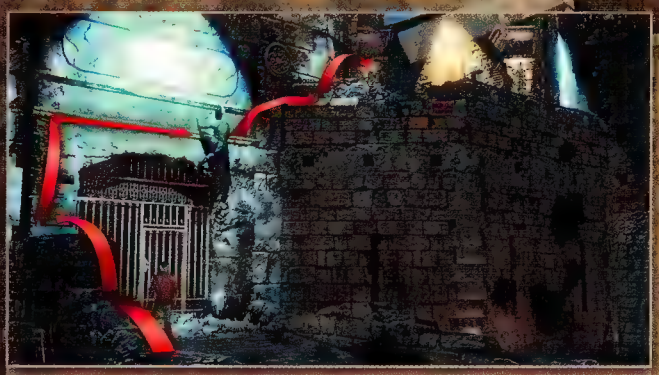
IX. Jump across to the ladder and climb onto the roof, where you must jump over gaps as they appear (📷). When the tower collapses, the direction of movement changes: Nate runs towards the camera. Veer (or jump) to the left when the first roof section crumbles, then head right for the second collapse and a dramatic conclusion to the chapter.

Developer Commentary

Richard Lemarchand – Co-Lead Game Designer: *"In the Crash Bandicoot games, making Crash run towards the screen for certain sequences of gameplay was one of the terrific innovations that the Naughty Dog team made in pursuit of cinematic gameplay. By arranging the in-game camera like that, the player could see both the massive boulder bearing down on Crash, and the expression on the unlucky Bandicoot's face as he ran for his life. That simple, clever idea created a level of exciting drama rarely seen before in character-action videogames. We're lucky to have inherited that kind of approach to integrating storytelling and gameplay from the original Dogs, and we try to channel it every day at work."*

CHAPTER 8:

THE CITADEL



I. Climb up to the ledge above the locked gate, then traverse to the right and jump to the wall (). Collect Treasure #33 before you approach the next gate.

II. As the entrance is firmly secured, follow the climbing route detailed in the accompanying screenshot to gain entrance to the tower. After the ledge crumbles and you round the corner, use the gaps in the brickwork to ascend as high as you can, then return to the front of the tower to climb through the open window.

PARA 9

A distinct upgrade from the functional yet unremarkable .45 Defender pistol, the Para 9 boasts a significantly improved clip size and an excellent rate of fire.

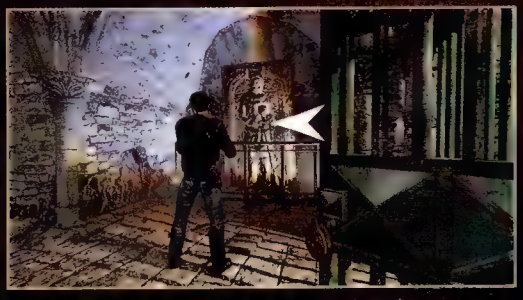
#33 SILVER SASSANID COIN

This trinket is hidden by an arch on the right-hand side of the last span of bridge before the entrance.

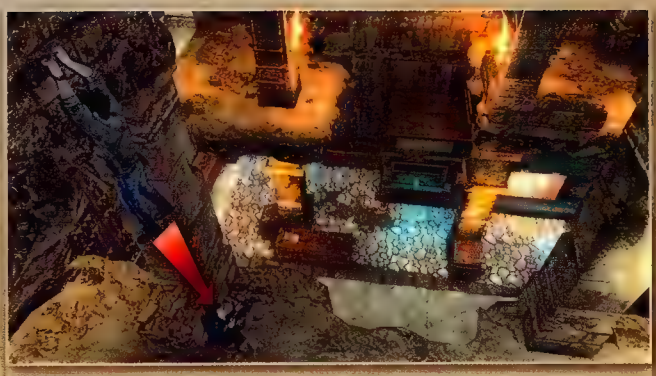
#34 ANCIENT METAL ELEPHANT

After lowering the drawbridge, run straight ahead. This Treasure is on a wall to the right of the railing; shoot to dislodge it from its perch.

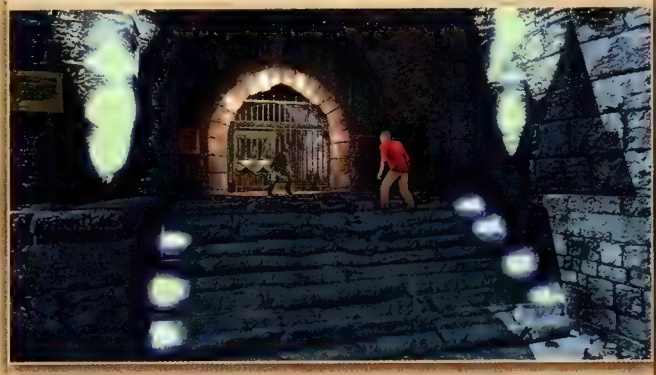
#35 CRUSADER COIN



One of the easier Treasures to find, this can be retrieved from a statue to your right after you shoot the lock on the gate and enter the corridor beyond.



III. The henchmen standing guard inside the tower are in a state of high alert, but will not know that Nate has arrived until you either present him in plain sight, or open fire. You can find advice on neutralizing hostiles with stealth techniques on page 238 of the Walkthrough Addendum. In a straight fight, start with a drop-down kill on the enemy beneath Nate's starting position to obtain a Mag 5 (), then take cover and dispatch enemies on your current level. You can then turn your attention to the final opponents on the ground floor; shoot the propane tanks close to certain cover positions for easy takedowns.



IV. Take the AK-47 from the counter, pick up grenades, then let Sully in. He and Nate must simultaneously operate the wheels at the opposite end of the room to lower a drawbridge. Collect Treasure #34, then head up the short set of steps to reach a gate (). Shoot the padlock to open it, then pick up Treasure #35 from the statue to your right after entering the corridor.

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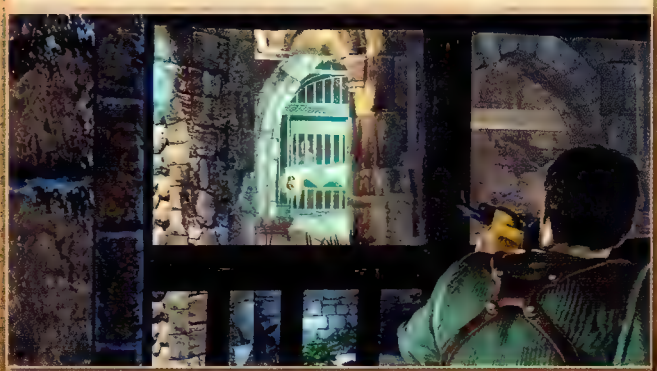
V. Jump onto the bucket, then drop down once Sully lowers you to a safe height. Climb out of the well and head through the opening to reach a sequence of small rooms. Take the opportunity to practice stealth take-downs on the three patrolling agents. Make a quick detour to collect Treasure #36, then climb the wall pictured here.



VI. On the ledge above, draw a weapon and shoot the padlock on the gate where Sully awaits (). Jump over the hole in the floor, then climb through the opening. Approach the gate to have Sully return the earlier favor, then collect Treasure #37.

#36 ENAMEL COPPER VESSEL

After climbing out of the well, run through the doorway straight ahead, then head through the door to the left to find it in a chamber with a floodlight on the floor.

#37 MARBLE DOUBLE EYE IDOL

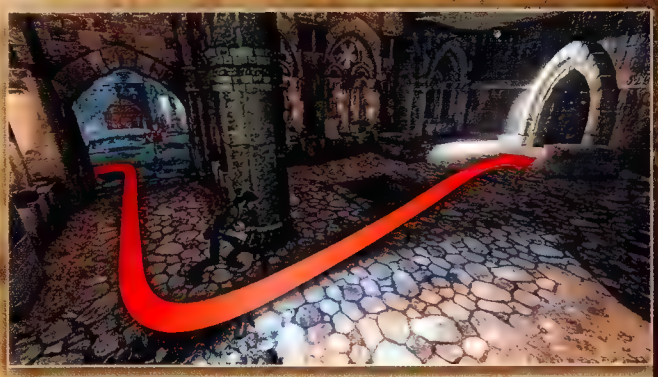
Once Sully shoots the lock on the gate to free Nate, stand outside with the exit directly behind you. Look up and to the right to espy this Treasure high on the wall beside a small window.

G-MAL

In the right hands, the G-MAL is an outstanding headshot weapon, with its slight but significant integrated scope zoom making it easy to pick out vulnerable targets over medium distances. You can toggle between its sniper mode and the standard targeting reticle with R3. The G-MAL fires in bursts of three bullets. With a little deft flick of R, you can exploit this feature to "paint" a short line of shots along a horizontal or vertical plane, which – with a little practice – makes it remarkably easy to hit opponents poking their unprotected heads from behind cover. Naturally, this precision weapon is generally less effective in close-range engagements, so be sure to have a pistol with sufficient bite as a backup for such occasions.

Developer Commentary

Jonathan Stein – Game Designer: "Setting up traversal and combat with Drake and his allies can be very challenging. We tried to make each character contribute in ways befitting or enforcing their personalities, without ever losing sight of the fact that Drake is the star of the show."



VII. From the gate, head up the first small set of steps to your right, then take a left after passing beneath the arch (▣). Run through the opening directly ahead to trigger a cinematic sequence. After the cutscene, go up the stairs and collect grenades, the G-MAL rifle and all available ammunition.

VIII. Vault through a window and drop down on the guard below to quietly eliminate him. Follow the path on the accompanying screenshot to quietly take down the first five guards. You then only have to deal with the final two who arrive from upstairs and take position by the exit door.

IX. If you are spotted, use the G-MAL to snipe the targets directly ahead of your position. Be wary of grenades thrown towards Nate: in this confined space, throwbacks or a swift run to safety are nigh-essential. Try to run straight for the cover position highlighted here and aim to dispatch the henchmen before they can exit the tunnel. With a combination of precise G-MAL fire and a grenade or two, you can prevent them from reaching cover.

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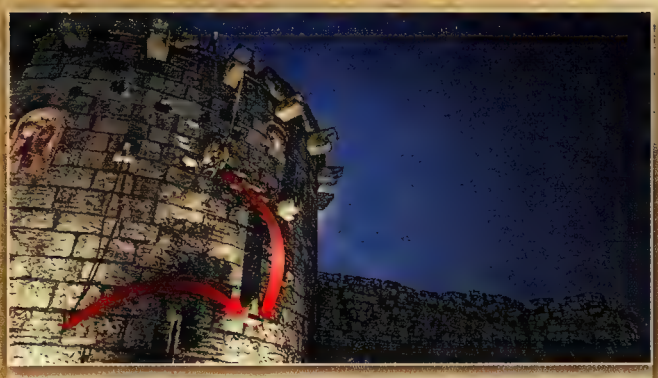
X. Once the final opponent has fallen, run through the tunnel until you reach a portcullis to trigger a cutscene. Collect Treasure #38, then pick up weapons and ammunition from this floor. The AK-47, potent in close-range blindfire, is probably a better choice for the battles ahead than the G-MAL, even if you have plenty of ammunition for the latter. We also advise that you pick up the new Raffica Pistol. Once you are suitably prepared, carefully inch up the spiral staircase at the center of the room with a gun at the ready. Shoot the first guard at the top, then follow the path to the left to encounter another two in the tunnel, ripe for a blindfire ambush (📷).

XI. With due caution, clear the area of all further assailants. The final opponent to enter the fray is a new enemy type (📷): see "Armored Opponents" for details. Catch your breath, then head up the next staircase, vaulting over the block that falls from above.



XII. On the outer wall of the tower, use L to build momentum and ⊗ to jump from the two hanging chains to reach a ledge on the right. Shoot the enemies who open fire from above. After they fall, make a rapid ascent to reach the protruding stone on the left above your position (📷). From here, you can safely emerge to shoot the enemies above; it also provides cover against the snipers off to the right.

#38 MEDIEVAL LEAD HORSEMAN

After passing beneath the portcullis, follow the path to the right. This Treasure is on a windowsill beneath an arrow slot, just through the archway.

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RAFFICA PISTOL

The Raffica Pistol distills the essence of the G-MAL long gun into a sidearm. Though it may lack the scope of its larger cousin, its three-bullet burst fire makes it a reliable weapon for making headshots – even at relatively long distances.

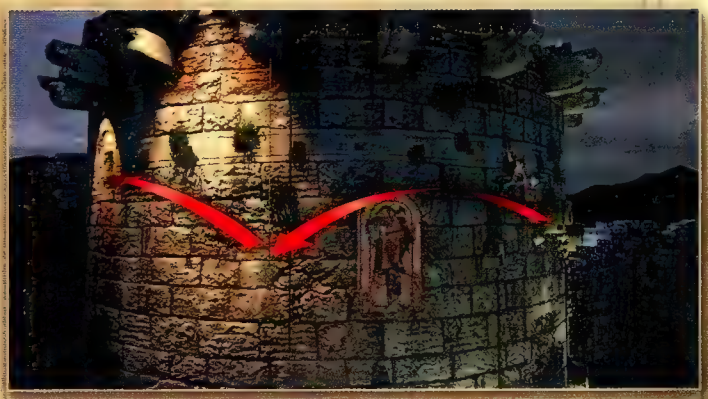
ARMORED OPPONENTS

These slow-moving walking tanks become a regular opponent from this chapter onward.

- As a rule, armored opponents carry shotguns. Once they are aware of Nate's location, they will troop inexorably to his position, firing whenever he emerges from cover within their line of sight.
- Each section of their body armor can be damaged or destroyed with gunfire or explosions, eventually exposing the soft flesh underneath. The most effective way to kill them with bullets is to aim for their heads. This will dislodge their protective headgear, enabling you to finish them off with a precision headshot.
- Though it can take a great deal of ammunition to stop an armored opponent, their advance can be stalled by successive bullet impacts or individual explosions. Shotguns and grenades will rip through the armor quickly. Other powerful weapons, such as the Mag 5 or sniper rifles will do damage through the armor.
- On higher difficulty levels, a single grenade is not sufficient to kill these resilient adversaries, though it will certainly soften them up.
- Do not attempt to engage armored opponents in melee combat as long as they have their protective headgear on: they can repel Nate's attacks with ease. If you are caught in an up-close engagement, press △ to dodge an attempted assault, then take the split-second this affords you to retreat out of sight by any means necessary. Once the protective headgear is off, it is possible to knock them out with melee attacks.

Developer Commentary

Benson Russell – Game Designer: *"Armored opponents are a carryover from Uncharted 2, but we wanted to make them tougher this time around. The trick is to balance expectation with results in a believable way within our setting. An enemy with body armor suits this purpose because the armor protects him, and you have to break through it to make him vulnerable."*



XIII. Use the next two chains to reach a window to the left (). Climb through and kill the assailant directly ahead with a stealthy pull-down kill, then ambush his allies as they fire on Nate's friends below.

XIV. A Brute will burst through the wooden door as you try to open it by pressing △. If you collected the Mag 5 dropped by your stealth kill victim beforehand, you can squeeze in a couple of shots to weaken him before he moves sufficiently close to swing a punch. Finish him as usual by dodging and countering his melee attacks.

XV. Head upstairs and follow Cutter onto the viewing platform. Stand on the raised tile, then press SELECT to open Nate's journal when the prompt appears. Make a mental note of the position of Polaris – the North Star – then hold L1 to use the scope to find it in the sky above (). After targeting it with the crosshairs, press R down to find a wooden door almost directly below it. Nate will automatically zoom in when the crosshairs alight on the correct position.

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XVI. Run along the ramparts to avoid the incoming rockets. After climbing over a low wall, grab the Dragon Sniper and eliminate the opponents wielding RPG-7 rocket launchers (). They fire at predictable intervals, so watch carefully, take your time and wait for the right moment to shoot. You will find that it is easier to stay in cover (not to mention avoid incoming rockets) if you target them from right to left.

XVII. Once all opponents have been dispatched, approach the zipline on the left-hand side of the platform. When Nate and Cutter are separated from Sully and Chloe, follow your companion on the route illustrated here to escape the incoming rockets – and brace yourself for a major battle.

Developer Commentary

Richard Lemarchand – Co-Lead Game Designer:

We have always sought inspiration from reality, and from the natural world, when developing the game mechanics and scenarios of Uncharted. One of our series' great strengths is that it's grounded in reality, which we think is instrumental in having our audience believe in the world of the game, and suspend their disbelief, even amid the skin-of-the-teeth escapes and incredible tales that make up the games. Water, stone, sand, the sun, the moon and the stars are things that nearly every human being has first-hand experience of, and our use of them in our games is a deliberate attempt to create bridges between our players' experiences and their experience of the games, bringing emotional resonance and depth to the adventure."

DRAGON SNIPER

Though the Dragon Sniper has a solid rate of fire and a scope for precision medium- to long-range marksmanship, it perhaps lacks a certain bite. On Normal difficulty and above, you will find that it will take two shots to the torso to kill standard opponents – though headshots are, of course, instantly lethal.

MAJOR BATTLE:

COURTYARD

Icon	Meaning
✕	Nate's starting position
▭	Recommended cover position
1	Objective
➡	Enemy movement (Battle #1)
➡	Enemy movement (Battle #2)

XVIII:

- You can eliminate every guard in the first battle with a pure stealth approach, which prevents the appearance of additional opponents who arrive when the alarm is raised. See page 240 of the Walkthrough Addendum for a step-by-step guide. If you favor raw aggression, perform a stealth kill on the guard through the first arch to the right to obtain a Mag 5, then climb the wall directly to the left and enter the room via a window. You can find a G-MAL here, along with additional ammunition once you kill the guard.

- Head through the doorway, and the platform outside offers a commanding view of the area below (▣). You can now snipe all enemies below with relative impunity. Focus on those closest to your position: this will prevent them from climbing up to engage Nate at close range. If enemies successfully clamber up to Nate's position, quickly run over to push them back down (an instant kill) with a tap of ▢. If there is any danger that you might be overwhelmed, you can withdraw into the previous room.

- When the time comes to deal with the armored shotgunners, the Mag 5 will enable you to make quick takedowns. Once all enemies are dead, collect grenades, an AK-47 and, if running low on Mag 5 rounds, a replacement pistol (plus as much ammunition as you can find). Once you're ready, go to your objective, as marked on the map. After the cutscene, stand on the stone symbol and press L1 to identify the "star below": the raised tile on the next platform, just below Nate's position. Look upwards to focus on the central pillar directly above it.

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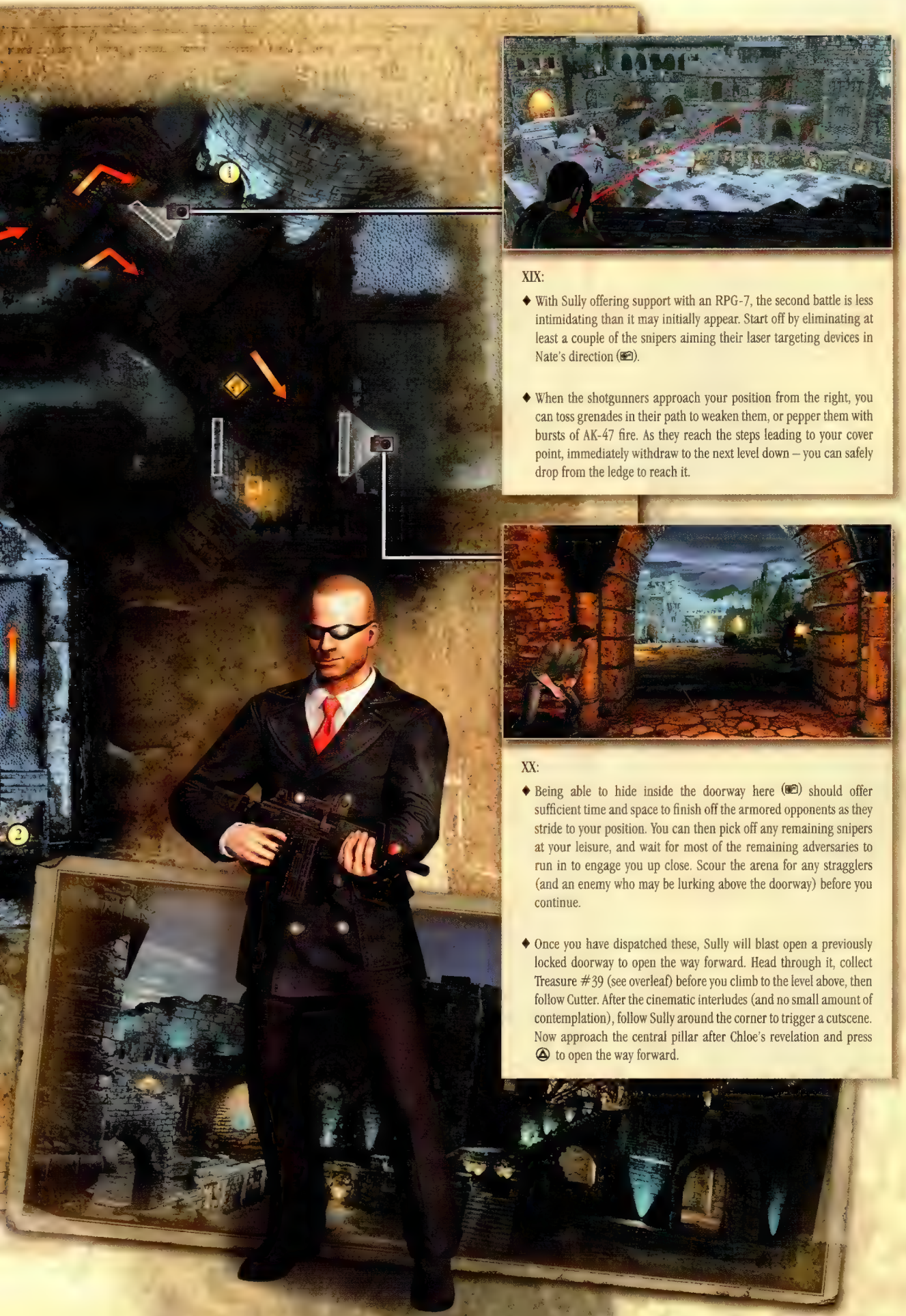


XIX:

- With Sully offering support with an RPG-7, the second battle is less intimidating than it may initially appear. Start off by eliminating at least a couple of the snipers aiming their laser targeting devices in Nate's direction (📷).

- When the shotgunners approach your position from the right, you can toss grenades in their path to weaken them, or pepper them with bursts of AK-47 fire. As they reach the steps leading to your cover point, immediately withdraw to the next level down – you can safely drop from the ledge to reach it.

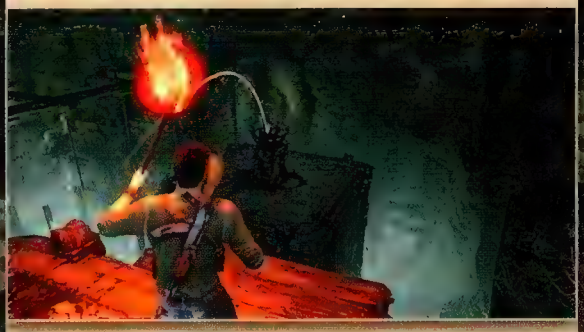
XX:

- Being able to hide inside the doorway here (📷) should offer sufficient time and space to finish off the armored opponents as they stride to your position. You can then pick off any remaining snipers at your leisure, and wait for most of the remaining adversaries to run in to engage you up close. Scour the arena for any stragglers (and an enemy who may be lurking above the doorway) before you continue.

- Once you have dispatched these, Sully will blast open a previously locked doorway to open the way forward. Head through it, collect Treasure #39 (see overleaf) before you climb to the level above, then follow Cutter. After the cinematic interludes (and no small amount of contemplation), follow Sully around the corner to trigger a cutscene. Now approach the central pillar after Chloe's revelation and press △ to open the way forward.

CHAPTER 9:
THE MIDDLE WAY

I. Go down the secret passage. Once you have squeezed through the narrow tunnel, an unusual fist-fight begins (📻). You can launch a few counterattacks, but your priority is to evade blows with △ and escape grabs with ◎.



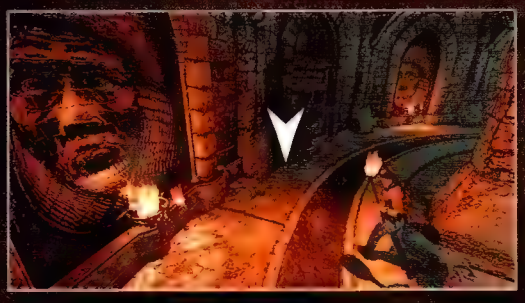
II. After the cutscenes end, drop into the hole, enter the next chamber and collect Treasure #40. Run up the staircase to the left of the empty channel. On the balcony, use your torch to light the braziers behind each statue with △, then enter the corridor situated between the final two. At the end of this passageway, Nate and Cutter will arrive in a large chamber. When the prompt appears, hold L2 to aim the torch at the brazier on the next platform along (📻), then release it to make the throw. Should you miss, you can collect another torch from the fire beside you.

III. Jump to the platform when the fire disperses the insects, then turn to your left to espy another brazier on a platform above your position. Throw the torch over to light this, then follow the route pictured here – swinging via the two chains to reach the stairway to the side, then running over the beam – to reach the next oasis of safety. On arrival, throw another torch at the next brazier, and you can then make the easy swing over to that position. One final brazier awaits in the area below. Once the insects have dispersed, leap down to safety.

#39 BYZANTINE RELIQUARY CROSS

When you reach the doorway blown open by Sully in the courtyard, search the rubble to find this Treasure.

#40 KING BOHEMOND III COIN

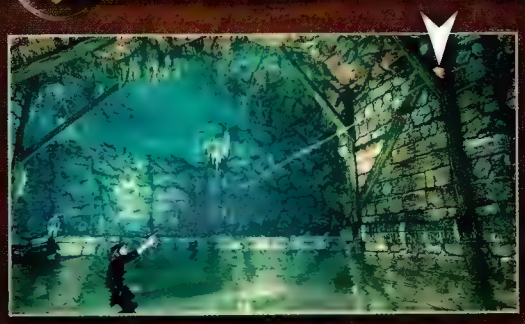


On the floor at the foot of a coffin, close to the first brazier to the left on entering the room with the globe at its center.

IV. Approach either side of the lock, and Cutter will automatically run to the other part of the mechanism; once they are in position, press △ to open the sluice gate (📼). Swim over to where Sully and Chloe are waiting. Open the second sluice gate to allow water to flow along a channel into the center of the room. Collect Treasure #41, then approach the globe and press △ to reach out and halt its movement. You can now rotate the globe horizontally and vertically with L and R respectively. The braziers you lit behind the statues earlier shine three irregular shapes on the globe's surface, each marked with a small sun symbol. It's fair to speculate, then, that they might correspond with particular nations. If you need further help, see "Globe Puzzle Solution".

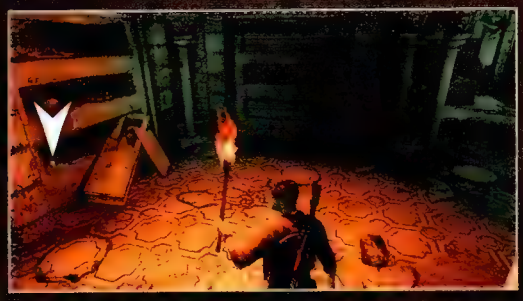
V. With the globe correctly aligned, return to the upper balcony and climb the spiral staircase. Collect Treasure #42 when you reach the crypt above then, after the cutscene ends, examine the wall to the left of the blocked passageway where Nate's companions stand (📼). As you emerge into the dawn light, assailants will fire from the roofs and the walkway opposite you. Rush to the tower, constantly rolling to evade sniper beams, and run up the staircase to trigger a major battle.

#41 ANTIQUE CUFF BRACELET



After opening the sluice gate, swim underneath this treasure in the main water pit, shoot it off the ceiling and grab it as it falls by.

#42 CRUSADER FLEUR-DE-LIS



At the top of the spiral staircase, you can find this collectible on a shelf that a coffin has partially fallen from, to your left as you enter the crypt.

GLOBE PUZZLE SOLUTION

The first step is to align the globe in order to easily recognize individual nations. Turn it until you can see Europe and the Middle East; now rotate the globe so that the underlying and projected symbols and borders match. The outlines are, if you are curious, France in Europe, the approximate location of Syria, and a new locale: the Arabian Peninsula.

Developer Commentary

Richard Lemarchand – Co-Lead Game Designer: *"It's interesting to note that the areas on the globe don't reflect the world as we know it today, but rather how the continents were seen in the twelfth century, when the globe was built. You'll notice that North and South America have been merged into one bizarrely shaped continent, based on our imagined medieval cartographer's guesses about what land masses might lie there."*

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MAJOR BATTLE:

SYRIA ESCAPE

VI:

- When the cutscene ends, dispatch the first henchman with a quick melee takedown and use the appropriated G-MAL to snipe his allies in the area below. Your priority throughout this entire battle is to protect Sully and Cutter as they walk towards the exit.

- Sprint over to the cover position marked here (), then concentrate on eliminating the two opponents behind the railings. You should then turn your attention to the adversaries carrying Riot Shields as they approach over the drawbridge (see "Riot Shield" box-out). If other opponents kindly oblige you with the opportunity, grenade throwbacks can help here. You can also run back up the steps to gain a height advantage over the opponents with Riot Shields and score lethal headshots with the G-MAL.

- Approaching the drawbridge triggers the arrival of another wave, including an armored shotgunner. Withdraw to cover and pick these opponents off from range. Collect ammunition (or replacement weapons if you wish), then press △ to open the gate once the room is clear. Take cover at the barrier ahead. Two adversaries carrying Riot Shields and an armored shotgunner will head down the stairs to engage you, in addition to generic enemies firing from cover. Use grenades (or timely grenade throwbacks) to deal with the former opponents before you press forward to mop up.

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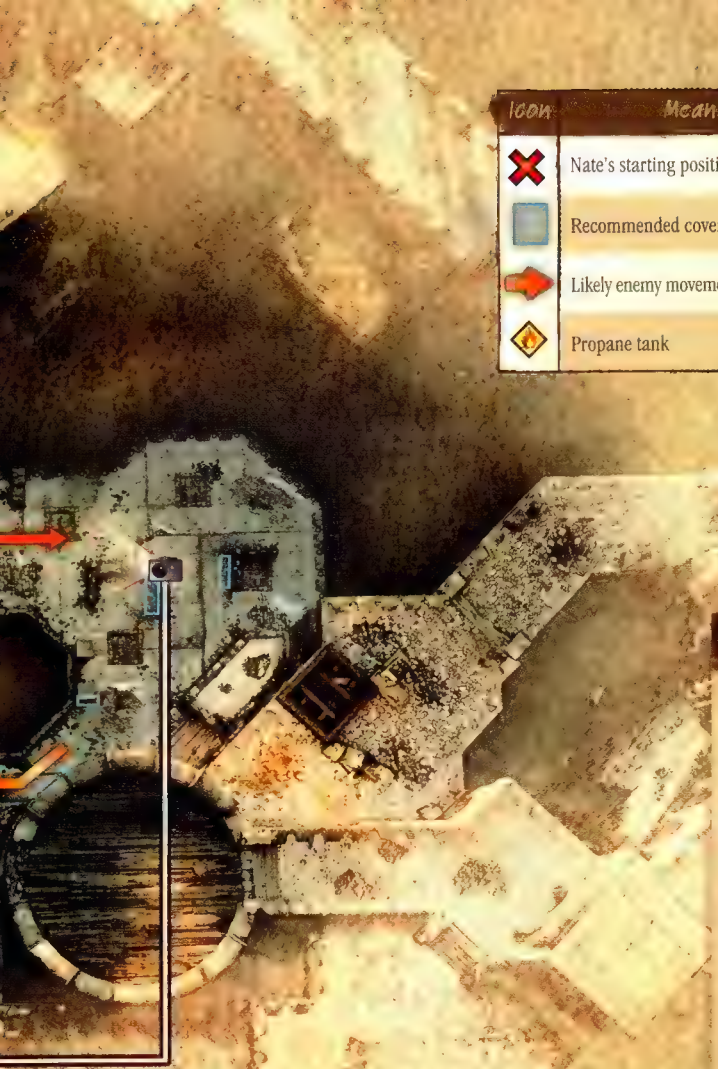
Icon	Meaning
	Nate's starting position
	Recommended cover position
	Likely enemy movement
	Propane tank



RIOT SHIELD

Enemies wielding Riot Shields can be demanding opponents, implacably inching towards Nate as his bullets harmlessly ricochet from their hand-held barriers.

- With standard non-explosive weapons, the key to stopping opponents with Riot Shields is to shoot at any exposed body part – particularly legs, arms or (optimally) any part of an exposed head. The latter is easier if you have a height advantage. Non-lethal shots to limbs will cause these enemies to stumble, potentially presenting you with an opportunity to finish them off.

- A sustained barrage of automatic weapon fire can also stagger an opponent carrying a Riot Shield, presenting another opportunity to shoot an exposed body part – though at the cost of much valuable ammunition – or even to perform a melee finish if you're close enough.

- A single grenade (or equivalent explosive, including propane tanks) is usually sufficient to cause fatal injuries.

- If you can sneak or maneuver Nate behind an opponent with a Riot Shield, you can perform a one-hit melee kill at close range. Frontal fisticuffs, however, are profoundly ill-advised.

Nate can collect Riot Shields dropped by opponents, and employ them in a similar fashion.

- Riot Shields replace Nate's long gun when carried, and drastically reduce his mobility when deployed. To strap a Riot Shield to his back, tap ✣; press ✣ to equip it again. While stowed, shields offer a degree of protection to attacks from behind and only mildly impair Nate's athletic potential.

- Riot Shields can only sustain a set amount of damage when wielded by Nate; they will visibly buckle and subsequently break after too much punishment.

VII:

- Deal with the marksmen on the next tower along (▣). As you move through the entrance to reach the stairwell, be ready to fire on the three opponents who attack. One is carrying a shotgun, so be vigilant.

- Walking through the gate at the bottom of the stairwell triggers the arrival of a final group of opponents. This is the last engagement, so don't conserve grenades or ammunition. When you reach the gate, wait for Chloe to arrive then press △ to bring the chapter to a close.

CHAPTER 10:

HISTORICAL RESEARCH

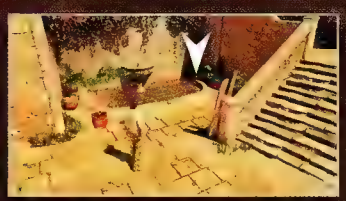
I. Follow Elena and Sully, collecting Treasure #43 before you pass through the gate, then continue on to the market area where you can find Treasure #44. Approach the police roadblock to trigger a brief cinematic, and accompany your companions to find a different route when it ends. Collect Treasure #45 after passing through the gate, then climb to the balcony and enter the building (📷). Once inside, Treasure #46 can be found on the next floor up.

II. Follow the linear path through the hotel, then climb the ladders to reach a roof terrace. After the cutscene, leap to the protruding beams on the opposite side of the street and tail Talbot from above (📷). When your path is blocked, drop to the drainpipe below and slide down to the street when Nate's quarry leaves through a door. Follow him into the building.

#43 ANTIQUE CLOAK CLASP

When you reach the market stall at the bottom of the steps, turn left to find this Treasure hidden in a corner by a display table packed with boxes.

#44 SILVER JAMBIYA DAGGER

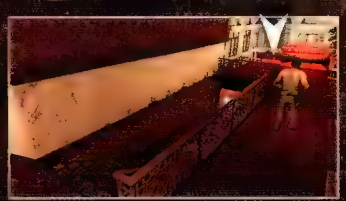


On arrival in the market, just before you reach the roadblock, this Treasure can be found behind a potted plant close to a pool.

#45 GOLDEN YEMENI BRACELET

After leaving the main market area through a second gate, this Treasure can be found beside a cactus, just past the unattended storefronts.

#46 TRADITIONAL SILVER BEAD



After climbing to the balcony, enter the building and head up the stairs. At the top, turn around to see this Treasure positioned between a table and a sofa.

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Developer Commentary

Richard Lemarchand – Co-Lead Game Designer:

"We try not to go crazy with in-jokes or things for our own amusement that would disrupt the dramatic, cinematic experience of the Uncharted games, but every now and again – a few times each game – we find an opportunity that's too good to miss. We had already agreed that it would be great for Nathan Drake to improvise a melee weapon from an oversize frozen fish while brawling near a fish market stand, and when Game Director Justin Richmond came up with the phrase, "He's Gonna Need a Sturgeon", we immediately knew that it simply had to become the name of a PSN Trophy."

III. In the marketplace brawl, the area where Nate lands is a good place to make a stand; in this fairly enclosed space, it's harder for your assailants to surround you. However, if you would like to obtain the superbly named "He's Gonna Need A Sturgeon" Trophy, you should instead fight at the seafood counters further ahead. This accolade is awarded for hitting (and, moreover, humiliating) three opponents by slapping them with a fish (R2).

IV. When the burly Brute enters the fray, concentrate first on quickly disabling any remaining henchmen in suits before you tackle him (R2). Like other giants of his ilk, the way to beat him is to focus on counters with △ (or, when the prompt appears, rapid tapping of ○ to escape grapple attacks). When he falls, a few more suited goons will arrive. Once again, the area by the clothes store is a solid position to fight in. When the battle ends there are three Treasures to collect as you flee the scene with Sully and Elena, so don't neglect to pick them up.

#47 AMBER AND SILVER NECKLACE

After the brawl in the market, follow Sully through the open gate. Look in the alcove to the right of the two stores outside.

#48 KAHRAMAN AMBER NECKLACE

At the bottom of the steps after collecting Treasure #47, don't run through the arch. Instead, turn and collect this valuable from in front of the store behind you.

#49 UNUSUAL RED BEAD NECKLACE

After collecting Treasure #48, climb onto the nearby ledge – this object is hidden behind three crates.

CHAPTER 11:

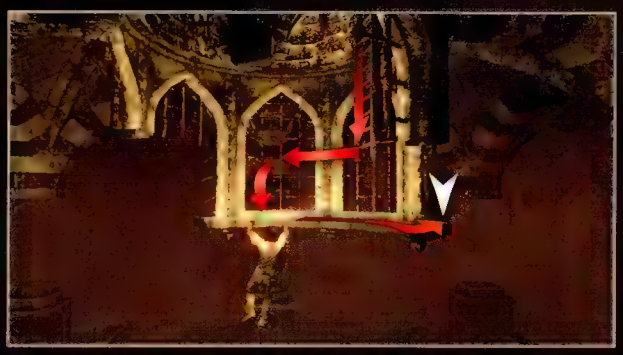
AS ABOVE, SO BELOW

1. Climb down the ladder that leads to the bottom of the well. You can collect Treasure #50 before you drop to the floor. You are greeted by a puzzle that you must complete in order to open the way forward. Press SELECT to take out Nate's journal and he will retrieve a sketch showing three pillars. Once he has this to hand, press L1 to hold the illustration aloft (), enabling you to compare it with the scene you can see in the room. There is no point of reference on the map, so you will need to explore the room to find an additional clue before you can match the sketch with a view from a specific vantage point.

TEMPLE ENTRANCE PUZZLE SOLUTION

With so many pillars in the room, finding the position that corresponds to the illustration could be time-consuming… until you find the Enochian script on the wall. Once Nate has translated it, he marks a moon symbol onto the bottom of the map. There are floor tiles on the outer edge of the chamber; one of these is marked with a similar symbol (). Stand on it, then turn and line up the map picture to find the correct switches. Sully and Elena will move to reach inside the holes furthest away on the drawing. Move Nate to the closest hole marked with an X, then press △ to open the door. You can find a visual solution to this puzzle in our walkthrough addendum on page 241.

#50 SILVER AND CORAL RING



When you reach the lower rungs of the ladder, don't release your grip to drop to the ground below. Instead, traverse to the outer rim of the well behind the ladder to pick up this Treasure. You'll have another chance to get this Treasure on your way back if you miss it now.

#51 SILVER AND LEATHER DAGGER

After you have solved the Temple Entrance Puzzle, look to your left, in between the narrow pillars to the left of the final doorway.

II. Follow Sully and Elena along the corridor (note how the heads on the statues in this corridor track you – this is an illusion created by inverting the geometry of a shape). Collect Treasure #51, then, once you reach a large chamber, run through either door. We suggest you start with the one on the left to reach the temple's west wing (and immediately collect Treasure #52). In this room you will find a capstan in front of five empty slots, with an assortment of different gears littered around the area (📷). You can pick up (and drop) a gear by pressing △. Press ○ to place it in an empty slot after positioning Nate accordingly.

III. One essential gear is missing; to find it, you'll need to reach the upper section of the broken balcony. While you are up there, you will traverse across a long wooden beam. As you do so, study the wall-mounted moiré patterns through the faint gaps in the wooden screen in front of you for a clue on which types of gear you need to use (📷). The way in which they appear to be animated also offers an oblique hint on the specific slots they should be placed in. Once you have placed gears in each slot, turn the capstan wheel to attempt to solve the puzzle. If the positioning or choice of gears is incorrect, the counterweights on either side will crash back down with a contemptuous thud. For further help, see "West Wing Puzzle Solution" overleaf.

#52 PEARL AND EMERALD BROOCH

With Nate's back to the capstan and gear slots, look at the pillar to the left. The Treasure is just behind it.

Developer Commentary

Peter Field – Game Designer: "Our Co-Lead Designer Jacob Minkoff had done a lot of work to try out different optical illusions in our game engine, to give us ideas for puzzles on the themes of illusion and deception that are woven into Uncharted 3. He realized that we could implement an optical illusion where a random-looking image becomes a looping animation when a grid moves across it. So then we just had to come up with a puzzle that would have a looping animation as its solution. Cogs provided us with a nice tactile object for the player to play with, and the grid animation could show the direction of the cogs' rotation. After lots of deliberation, we chose the shapes in the puzzle's solution (the four circles and the cross) because they are symmetrical along two axes, effectively giving us four times the number of animation frames for a complete rotation, and therefore making the direction of each cog's rotation much clearer to the player."

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WEST WING PUZZLE SOLUTION

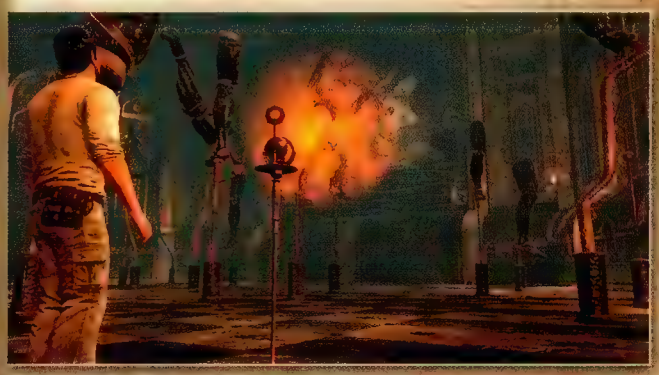
- Follow the path illustrated here to reach a platform where an essential gear can be found, then press △ to push it to the lower level.
- As the "animated" moiré patterns reveal during the climb, you need to place the gears so that those bearing plus signs rotate in one direction, and those marked with circles rotate in the opposite direction.

- If you rotate the capstan clockwise with each slot filled, you will notice that three gears move clockwise, while the other three move counterclockwise. Therefore, all you have to do is place the two plus-sign gears in the slots that rotate in the same direction as the fixed plus-sign gear, then fill the three remaining slots with the gears marked with circles.
- From left to right, the exact solution is: large cog (circles) ▶ small cog (plus) ▶ large cog (circles) ▶ large cog (plus) ▶ small cog (circles) ▶ fixed small cog (plus). See page 241 for a visual solution to this puzzle.

IV. Return to the previous chamber, but this time go through the door to the right of the statues to reach the east wing. If you open Nate's journal, you will find an illustration of a warrior stabbing an opponent with a spear. The far wall relief directly ahead as you enter the chamber (R2) features what appears to be the victim… but where is his killer? Run to the gold staff in the center of the room and press △ to pick it up (which enables you to collect Treasure #53). To solve this puzzle, you need to find a position where a collection of body parts align to form a complete figure, which in some way interacts with the relief of the man on the wall opposite the entrance. If you need additional assistance, see "East Wing Puzzle Solution".

EAST WING PUZZLE SOLUTION

Starting with Nate's back to the entrance, pick up the staff and move to the right-hand side of the room to stand beneath a disembodied head. From this position, hold L1 and look towards the wall relief. You should immediately see individual parts in approximate alignment to complete a full body, so fine tune your position and press △ to place the staff in a floor slot.



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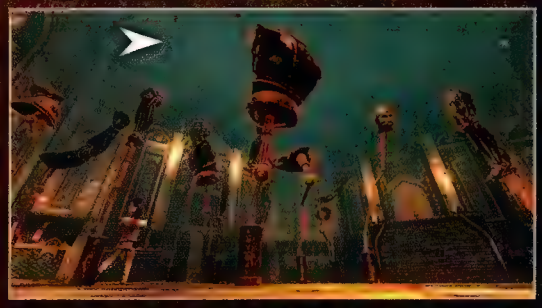
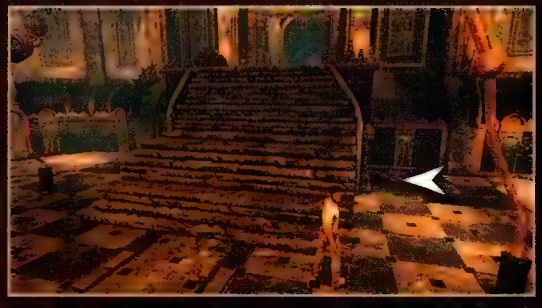
V. After completing the east wing puzzle, pick up Treasure #54 and return to the main chamber. Head through the central door, then follow the path to reach a ladder. At the top, press △ to pick up the torch (R2), then walk into the planetarium. Approach the globe in the center of the room and press △ to continue.

#53 SILVER FILIGREE BRACELET



During the East Wing Puzzle, hold L1 while Nate is carrying the staff and aim the light beam towards the bats that fly just below the ceiling. This will frighten them, and cause them to knock this Treasure from the rafters.

#54 SILVER BOX PENDANT



Facing the exit from the lower floor level in the east wing, this can be found to the right of the staircase.

VI. When play resumes, press ◎ at regular intervals to sweep the torch and deter the swarming insects as you retrace your steps (▣). You don't need to worry about Elena and Sully – they will look after themselves and follow you. When you reach the door raised by solving the earlier puzzles, press △ to lift it. As the insects pour into the corridor, use shotgun blasts to repel them. Each round will cause them to retreat temporarily. Keep the main swarm in sight (even when it moves onto the walls or ceiling) and fire every time it approaches your position, without worrying about ammunition.

Developer Commentary

Peter Field – Game Designer: *"Overall, these chapters of the game are very explorative in tone, so we seized the opportunity here to create some contrast by using the swarming insects to create an exciting action sequence. We wanted to convey the idea that this temple was very dangerous: it wasn't just going to warn you to stay away from the Atlantis of the Sands, it was going to kill those explorers not worthy of getting there. The insects provided this warning and threat really well, and provide a terrific spike in the drama at a crucial point in this chapter."*

VII. As you arrive in the chamber at the bottom of the well, take cover behind a pillar when smoke grenades are dropped from above. The lack of visibility in the center of the room means that you must stalk around the outer edge, killing opponents as they emerge from the clouds. The shotgun that you start with has plenty of ammunition for this encounter, though you should collect a pistol as soon as one becomes available. Towards the end of the fight, stronger opponents (including two wearing body armor and a Brute) will enter the fray. Treat the armored foes with care, ideally staying in cover and weakening them with pistol shots – better still, headshots – before switching to the shotgun to finish them off with blindfire blasts if they draw near (▣). These opponents drop the SAS-12: switch to this as soon as you can. If the room is relatively clear of other assailants, you can run away from the Brute and pepper him with shotgun blasts as he gives chase.

VIII. When the smoke clears, identify and approach a damaged pillar (▣), then press △ for Sully to boost you to the ledge above. Leap backwards to grab the broken window at the bottom of the well, then climb the ladder to the top. Collect Treasures #55, #56 and #57 in the market area outside before you approach the steps at the far side of the square, which automatically triggers a cinematic interlude. When play resumes, stagger through the bazaar until the sequence ends with a white-out – you cannot go the wrong way.

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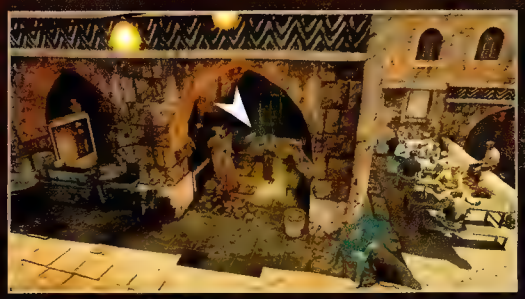
#55 AMAZONITE AND AMBER NECKLACE

As you exit the well room, turn right and walk down the steps to find this Treasure on the ground.

#56 SILVER CAPSULE PENDANT



Enter the nearby canteen area to find this Treasure on the floor close to an empty table.

#57 AMAZONITE AND AMBER EARRING

On the floor, between two pillars, to the left of the fountain.

SAS-12

Mercilessly powerful in close-range engagements with unarmored opponents, the SAS-12 boasts a substantially higher cartridge capacity than the Sawed-Off Shotgun. However, its reload time is dependent on how many cartridges it contains; the more Nate needs to insert, the longer it will take. For this reason, it's wise to briefly take cover and "top up" at regular intervals. You can interrupt a reload at any point by aiming or firing.

In this short but exhilarating sequence, Nate must chase Talbot in a perilous pursuit through city streets and alleyways, over rooftops, and weaving through a variety of business establishments and homes. An added complication is that Nate – always trailing behind his slightly more athletic quarry – is being hunted in turn by members of the local police force. Checkpoints are reasonably plentiful during this action sequence, and the route you must follow is, for the most part, self-evident. There are, however, numerous occasions where you must take a very specific route in order to evade capture or an unpleasant demise. In the following sequence of annotated screenshots and short captions, we'll guide you through these moments of danger.

Developer Commentary

Eric Schatz – Game Designer: "It's change – especially unexpected change – that keeps the gameplay momentum rolling forward. That's true in the wider scope, such as in all of the Arabian Peninsula, or in a single sequence, such as this chase. The chase is broken roughly into six minute-long rising action segments, each punctuated by a major event. These build steadily until the down-tempo sequence of losing Talbot in a crowd, and then when it picks up again, the action pushes you hard to the ending rooftop brawl."

IX. The first part of the chase is simple enough: just weave through the pedestrians. Towards the end of the marketplace, vault over the taxi and climb the steps, then jump up to the ledge beside the wooden boards (📷).

X. When Nate is knocked back onto a table by a swinging door, veer to the right and take the stairs to follow Talbot.

XI. When Talbot kicks the ladder down, turn right and follow him from below. After the wooden bridge, leap over to the ledges directly ahead and climb up (📷). Follow him over the metal awnings and a wooden platform, then leap to a drainpipe at the end.

XII. When Nate is hit by a van, run through the doors, jump onto the counter directly ahead, then climb to the upper level (📷). Talbot will continue clambering to the next floor, but Nate must take an alternative route: dash through the doorway and up the staircase.

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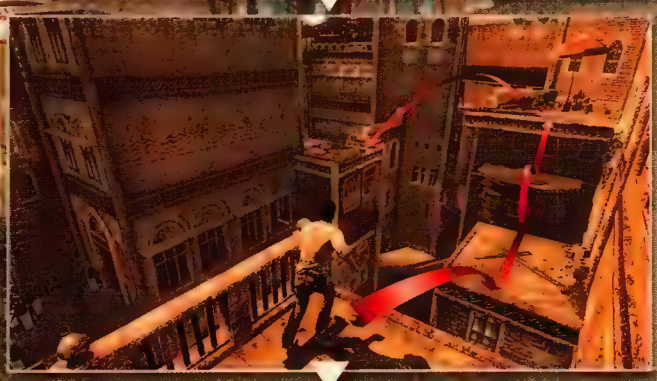
#58 SILVER YEMENI BANGLE

Directly after exiting via the door when Nate loses sight of Talbot, turn to the right and climb the small set of stairs. This Treasure is just to your left.

XIII. When Nate closes in on Talbot upstairs, press △ to perform a diving tackle when the prompt appears. After the crash landing, follow him in scaling the ledges to the left of the archway (and incoming police), then veer left to follow the street. When Talbot slams a gate shut, turn left and use the horizontal pole to swing to an open window (▣).



XIV. After leaping from a balcony and crashing through a window, you will lose sight of Talbot as you follow him up a staircase. At the top of the final flight, take an immediate right to burst through the doorway. Outside, collect Treasure #58, then push through the crowds. When you reach the far balcony, follow the route specified in the accompanying screenshot to close the gap on your target.

XV. After Nate smashes through the roof, Talbot is visible for the rest of the chase. When you reach a wooden sign at the end of a metal awning, leap over to it, transition to the opposite side and move left onto a ledge; climb up, then run to the top of the building (▣); jump to use the zipline. Be ready to press △ on landing to evade a surprise attack.

XVI. When finally cornered, Talbot proves to be an adept fighter. This bout of melee combat has much in common with your encounters with Brutes. Focus on counterattacks to break your opponent's guard, then follow up with combination blows whenever an opportunity presents itself. When Talbot grapples with Nate, tap ○ rapidly to break his grasp. The final stage of the fracas sees Talbot attempting to drown Nate in the pool. Hammer ○ to escape, then be ready to counter with △ when he runs in for a final attack.

CHAPTER 12:
ABDUCTED

I. Press ▢ when the prompt appears to escape the chair and initiate hostilities. Stay close to the walls to make it harder for your opponents to surround you; as a fringe benefit, there are an assortment of objects and surfaces that Nate can use for special attacks and knockouts (▣). When the Brute arrives, move into the open and employ counterattacks to set up combos.

II. Climb the ladder, pick up Treasure #59, then follow the route illustrated here to reach the underside of the spreader suspended from the container crane far above the room. When part of the mechanism falls, swing over to the nearby rope and, from there, to the broken metal platform with an open door. Proceed along the passageway beyond it, collecting Treasure #60 as you walk by, then press △ to open the hatch when you reach it.

III. Leap over to the rope, then swing to the metal beam; swing to a second beam behind it, then traverse to the left and jump to the ship's chain (▣). Drop into the water below and hold ◎ to dive beneath the obstruction. In the next area, swim to the ramp, then sneak over to the lone pirate. Snap into cover behind him, then press ▢ to disable him with a stealth attack. Follow the corridor to reach a large exterior area where a major battle awaits.

Developer Commentary

Junki Saita – Game Designer: "When we first started talking about a ship graveyard it was a bit daunting. The scale, the chaotic structures, the dynamic nature of the ocean setting, it was all pretty awesome, but presented many challenges. These challenges also provided new ways to look at things, and inspiration for combat spaces that utilized the water as a means of traversal only available to Drake, as well as new ways of looking at combat and combat spaces altogether. This was also the case with the vertical section, which was the first of its type in Uncharted, and where we explored and developed the traversal and cover elements necessary to support that type of combat."

#59 SEAHORSE VESTA CASE

After you defeat the Brute, use the ladder to climb onto the shipping containers. This Treasure can be found by a pile of tires on the opposite side of the room.

#60 SILVER FIGA AMULET

When you reach the first corridor, turn right at the end to find this Treasure in a small storeroom.

TAU SNIPER

This specialist pistol becomes available in the next major battle (see overleaf). It can disable most unarmored opponents with a single shot to the torso, and is definitely designed for medium- to long-distance engagements. At close range, its scope zoom makes it an unwieldy and awkward pistol, and its blindfire accuracy is decidedly sub-par. In general, it's a good idea to make use of these immediately to dispatch or weaken foes at a distance, then retrieve your previous sidearm before you move on.

FIXED TURRET EMPLACEMENTS

You will encounter your first turret in the next major battle (see overleaf). As their withering rate of fire can inflict grievous injuries even on lower difficulty settings, it's wise to treat fixed turrets with great respect. Whenever you find yourself in range of one of these weapons, try to stay in cover until its motor winds down, then emerge to fire on other opponents (or make a sprint for the next safe haven) before it bursts into life. Turrets have a limited field of fire, so your objective must always be to flank it and kill the operator before he abandons his position. If necessary, Nate can then man the emplacement (press △) and turn it against his opponents - hold R1 to open fire after a brief charge period.

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MAJOR BATTLE:
BREAKERS YARD

Icon	Meaning
	Nate's starting position
	Recommended route
	Recommended cover position
	Enemy movement
	Fixed turret
	Treasure

IV:

- Nate begins this battle without a weapon – so acquiring one is a priority. If you move unseen and wait at the position marked here, you can dispatch the patrolling guard with a pull-down kill. Climbing up to collect the weapons by the crates is risky; this may lead an enemy to spot Nate immediately, which is *not* a good cover position. Instead, swim to the left-hand side of the closest boat.

- Don't forget that you almost always have an avenue of escape: if things look too dangerous, dive into the water and submerge beneath the surface as you swim to a new position. Note that you can find an alternative strategy for this difficult battle on page 242 of the Walkthrough Addendum.

V:

- Perform a stealth pull-down kill on the sniper at the top of the ladder, gaining a Dragon Sniper. After dropping back down, you can eliminate one of the two sentries in the same manner – but this will lead to the opening of hostilities. With your sniper weapons to hand, use the cabin as cover from turret fire and work on reducing the number of opponents ranged against you. Once enemies stop moving to your position, push on to the second boat. Time your run carefully to avoid the turret. There is one opponent with the Pistole weapon; grab this mini-shotgun before you move on (it's preferable to the RPG-7 on top of the boat's lower roof, which has a single rocket).

VI:

- On arrival at the second boat, move to the left-hand side of the cabin and kill the closest turret operator. Once again, use this area as cover while you deal with standard enemy varieties. At this point, two armored shotgunners arrive in reasonably quick succession, so use grenades – and, if you picked it up earlier, the Pistole – to kill them with greater ease. If you are taken by surprise, it may be wise to jump overboard and retreat to the first boat.

- Snipers and a single grenadier will eventually enter the fray. The latter, alarmingly, appears on top of the second boat, so be ready to dispatch him (potentially with an easy pull-down kill) if you are operating beneath. His M32-Hammer (with additional ammo on top of the boat) can help enormously as you clear the remaining pirates. However, if possible, save the nearby Dragon Sniper behind the mast for a forthcoming challenge.

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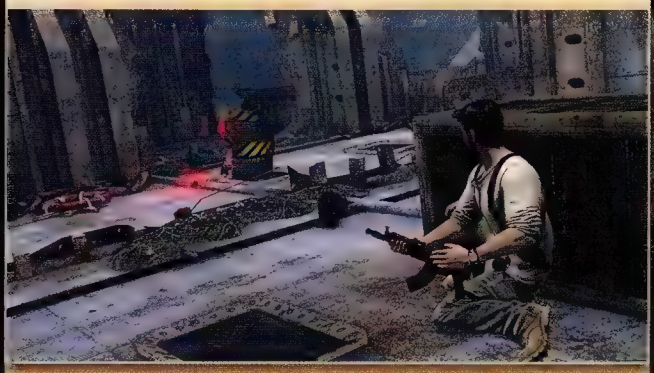
VII:

- After you climb the ladder at this position, a collection of pirates (including one with a rocket launcher) will attack from the walkway on the outer edge of the yard. Grab the Tau Sniper and (unless you have been stockpiling Dragon Sniper ammo) the M32-Hammer from on top of the barrels, then drop down to the marked cover position to eliminate the assorted marksmen. Note that – at this range – you must aim considerably above targets to hit them with the grenade launcher. If you run out of ammunition, you will need to make a daring climb back up to the barrels to collect more.

VIII. Collect Treasure #61 once hostilities have ended, then ensure that you have the necessary equipment before you continue. Quantity of pistol ammunition is more important than the relative quality of your chosen sidearm, so the Para 9 (or if available, a Raffica Pistol) will be a better bet than the Tau Sniper. If available, the M32-Hammer with a full stock of six grenades will make a forthcoming battle far easier; if not, opt for the reliable KAL 7. Return to the ship at the far end of the yard, where the first turret to fire on Nate is stationed. Use the ladder to climb the mast, then traverse a little to the right. You can then swing over the yellow metal railing directly ahead (📷). Watch for the arrival of a pirate as you swing towards the platform, then take him down with pistol shots before he can open fire; be ready for an attack by his (previously hidden) accomplice when you climb onto the ledge.



IX. Dropping to the area below initiates a short but challenging battle, with opponents attacking from directly ahead and to the left simultaneously. On landing, take cover behind the crate and shoot the pirates that arrive via the roof to your left. These are followed by a pirate with a Riot Shield and an armored shotgunner. You can make short work of these if you brought the M32-Hammer from the previous combat engagement; if not, grenades (or the nearby propane tank) can enable you to dispatch them without too much fuss (📷). Switch to a KAL 7 in the aftermath of this encounter.

X. Approach the metal box on the walkway, press ◎ then use L to push it over the edge. You can now leap from the crane to the rough metal ledges and follow the route illustrated here. Climb down to the yellow metal poles and swing to the broken walkway. Collect Treasure #62, then ascend the stairs and leap the giant gap in the walkway to reach a beam above. Jump over to the hanging rope and, from there, to the ladder beyond it. When the camera switches to a fixed perspective, vault over the railing.

Developer Commentary

Junki Saita – Game Designer: "Drake's traversal and combat abilities are such strong aspects of the Uncharted gameplay that we are constantly looking for opportunities to marry the two in fun, dynamic, and dramatic ways. Fighting while hanging above the Breakers Yard is an example of this marriage."

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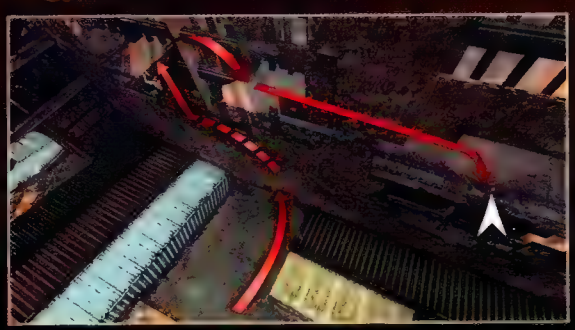
PISTOLE

This eminently portable, almost pocketable shotgun is the perfect accompaniment to a long gun better suited to ranged combat, though it is relatively rare. One shot is sufficient to kill most unarmored enemies in point-blank engagements; two should suffice over slightly longer distances. In instances where you must fight opponents firing from afar and others lurking in your immediate vicinity simultaneously, this sidearm is a blessing.

M32-HAMMER

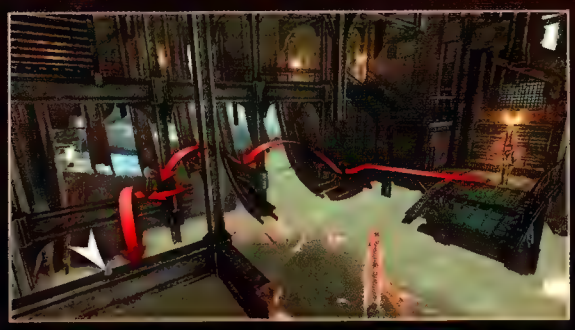
Each round fired from the M32-Hammer grenade launcher may have less raw power than an Mk-NDI grenade explosion, but a close proximity blast will still kill standard opponents in a single shot. Opponents just outside its deadly area of effect will be briefly incapacitated, offering an opportunity to make a swift switch to a pistol to finish them off. As ammunition for this uncommon weapon is always scarce, you may find that aiming at a target's legs will improve your ability to make every shot count.

#61 ANTIQUE SILVER PARROT



Facing into the yard from the entrance, this Treasure is found on a platform on the right-hand side of the Breakers Yard, identified by the black and yellow chevrons. Climb up from below to reach it.

#62 TURQUOISE AND PEARL BRACELET

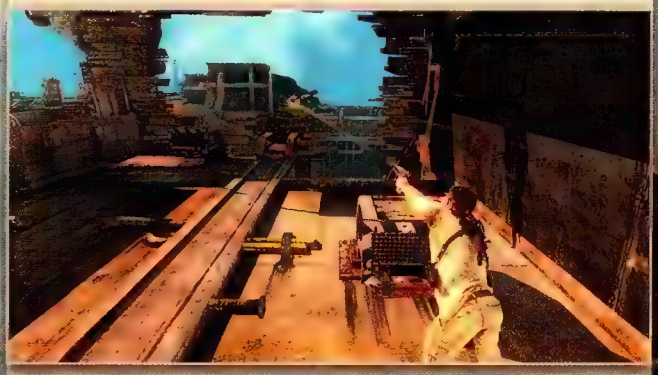


After swinging on the yellow bars to reach the stern of the ship, follow the route pictured here. Watch your step, and judge each leap carefully – it's very easy to fall here. The gap between the beam where the Treasure lies and the broken walkway is too far for Nate to leap, so you'll need to retrace your steps to continue.

Developer Commentary

Junki Saita – Game Designer: *"Generally a lot of what makes Uncharted what it is, isn't a product of one person or one idea but rather an amalgamation of many people sharing many ideas. The vertical combat section came from a desire to further leverage our traversal spaces for combat, the challenge of providing a variety of fun interesting gameplay on the large flat sides of these enormous ships, and to present players with a new, fun and dynamic way of looking at and playing the game."*

XI. Much of your time is spent climbing for the foreseeable future, with many short skirmishes with pirates as you scale the hollow hulk. Begin by traversing to the left until you reach a ledge (📷). The Raffica Pistol found here is a good choice of sidearm for this section of play – not merely a potent headshot weapon, you'll also find that ammunition is plentiful.



XII. Leap over to the red pipe section beneath the vent. As in Syria earlier in the story, enemies will appear and fire on Nate from above (📷). After the first three have been dealt with, continue your climb. Take cover beneath the vents (always marked by red pipes; think of it as color-code foreshadowing) each time you reach one, emerging to aim when you have a clear shot at any assailants that appear. Enemies can open fire from a variety of positions; always deal with those that can potentially hit Nate as a priority.

XIII. When you reach the opening at the top of the climb, quickly haul Nate up and deal with the pirate who ambushes him. Collect ammunition – the G-MAL is tempting, but you should have far more rounds for the KAL 7 – then hop over to the platform opposite and dispatch the pirate hiding below. Use the horizontal beam to swing down to the platform, then take cover and kill the next wave of opponents (📷).

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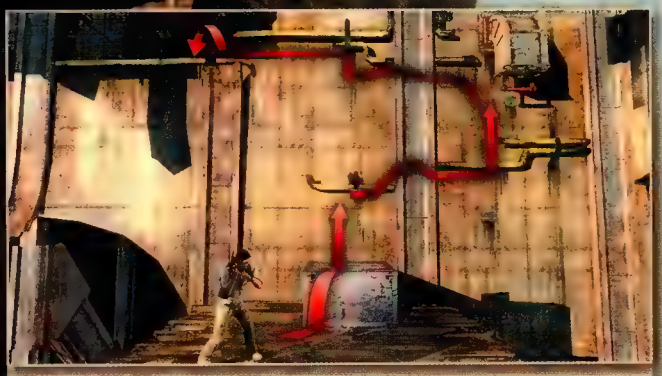
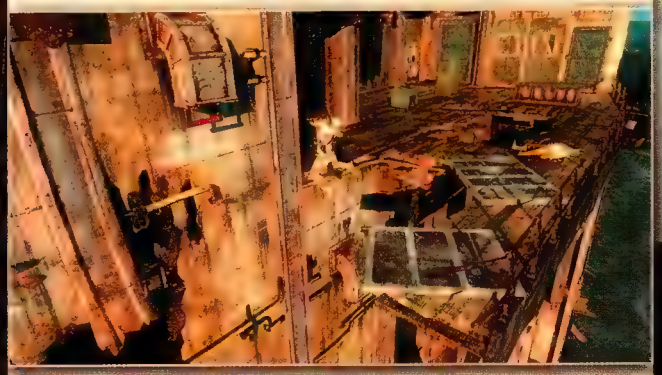
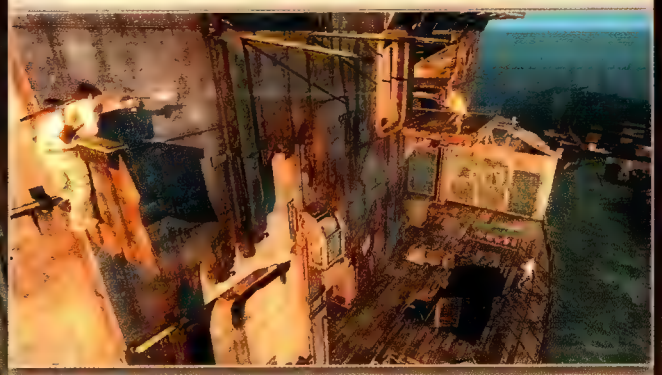


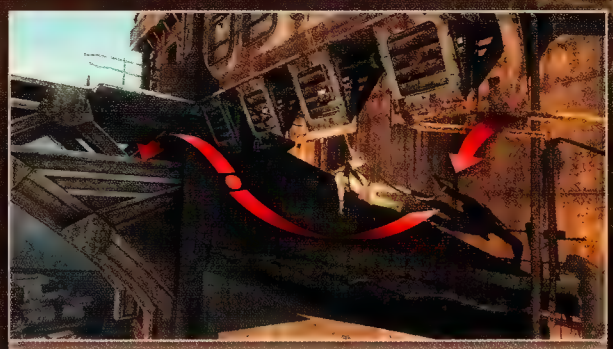
XIV. Look up and kill a pirate above Nate's position before you begin your climb. From here, use the pipework to climb until you reach a hole in the hull (). As before, be ready to take cover beneath the vent to kill the assailant who fires on Nate.



XV. After climbing through the hole, collect the grenades, then use the two containers to reach an opening on the right-hand wall. Jump over to the red pipe beneath the vent to begin the final stage of your ascent ().

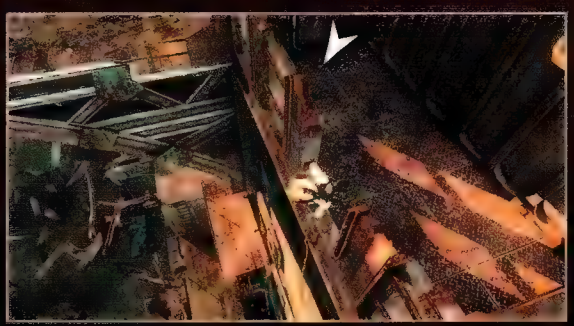


XVI. Take cover beneath the second vent and dispatch the assailant that appears above. When you reach the shard of metal protruding from the side of the wall, draw your pistol and shoot the pirates who arrive in front of you and below (). After swinging on the poles, collect grenades from the crate and climb the ladder.



XVII. Use the rusty yellow poles to reach a hanging rope and – following a detour-and-return after collecting Treasure #63 – wall-run and jump to reach the closest metal girder ledge (📷). Climb onto the platform above, then pick up Treasure #64 before you head through the opening to reach the bridge. Collect Treasure #65 when the cutscene ends, then approach the rope and press Ⓐ to slide down.

#63 UNUSUAL BLUE STONE RING



When you reach the rope, release Ⓛ to bring Nate to a halt, then climb to the top of the rope. Collect the Treasure from its position close to the closed hatch, then turn about face and drop down to the previous area. You can then return to the rope via the yellow poles and continue your journey.

#64 GOLD SCARAB BROOCH

After wall-running on the rope and climbing to reach a doorway, drop over the opposite side of the platform to find this Treasure on the girders below.

#65 GOLD AXUMITE COIN

Before you slide down the zipline after the cutscene, walk to the far end of the bridge to find this Treasure on the floor.

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Developer Commentary

Benson Russel – Game Designer: *"Pacing is a staple of the Uncharted games, and something we strive really hard to perfect. While we do pay attention to how the game starts and the energy level, we also want to make sure that the game takes you on a ride. Just like all good action adventure stories and movies, there's an overall build to a crescendo and climax. As tempting as it is to put a sequence like this at the start of a game, you also need to leave yourself a place to elevate to. You have to keep the player wanting to move forward, giving them things to look forward to. A player should be excited and constantly wondering what great gameplay sequences they will get to experience next."*

XVIII. When you land in the water, dive beneath the surface immediately and swim to the position marked on the accompanying screenshot. Climb onto the ledge and take out the snipers above your position. The Tau Sniper found here can be very useful, both in the current battle and for a forthcoming encounter.

XIX. Once you have defeated all three enemies, climb on top of the large box and use the horizontal pole to swing to the wooden walkway (R2). Climb the ladder, then jump to the passageway below when the floor ends.

XX. Dispatch the armored shotgunner as you turn the corner. This can be tricky within the confines of this corridor, unless you manage to land a headshot with a Tau Sniper (R2), then press △ to break open the hatch when you reach it. Jump to the rooftop directly ahead. When the quick cutscene ends, drop to the dock below and be ready for some major battles.

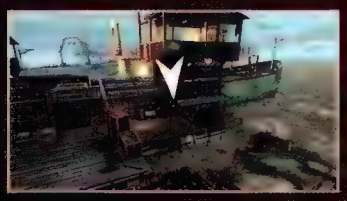
MAJOR BATTLE: DOCKS

CHAPTER 13: ROUGH SEAS

#66 SILVER TRIBAL BANGLE

With Nate's back to the position where he enters the docks area, look for an empty cargo container on the barge on the far left. The Treasure can be found inside.

#67 ANTIQUE SILVER BOX



With your back to the position where Nate enters the docks, this Treasure can be found on the barge on the far right of the area – it's on top of a blue barrel beneath a canopy.

#68 ANCIENT GOLD AND CORAL BRACELET

Approach the winch (Objective #1), but don't operate it just yet. Instead, visit the floating platform to the right of it beforehand to find this Treasure hidden just out of sight.

I:

- After arriving at the docks, it's possible to dispatch all opponents present with stealth kills, though this is naturally risky: discovery leaves you vulnerable to attack from multiple angles. You can find a guide to quietly disposing of this first group of opponents on page 243 of the Walkthrough Addendum.
- As with the ships in the Breakers Yard battle earlier, the pitching and rolling of the dock makes aiming at even moderately distant targets extremely challenging. Finesse be damned: aim for torsos, and put opponents down with forceful volleys of bullets.
- The first wave of enemies consists of several standard pirates. Fighting from the barrier here leaves you vulnerable to attacks from the right, so watch this area carefully.
- Once you have neutralized all hostiles, collect Treasures #66, #67 and #68, then operate the winch (Objective #1) and attempt to board the boat.

II:

- When play resumes, you must fight your way through a second force of pirates to reach Objective #2. Eliminate the pirates who attack you from the cover points available on your way to the boat with the second objective marker.
- When Nate fails in his second attempt to board a boat, run after the vessel and leap on board before it can sail away.

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Enemy movement
1	Objective #1
2	Objective #2
	Treasure

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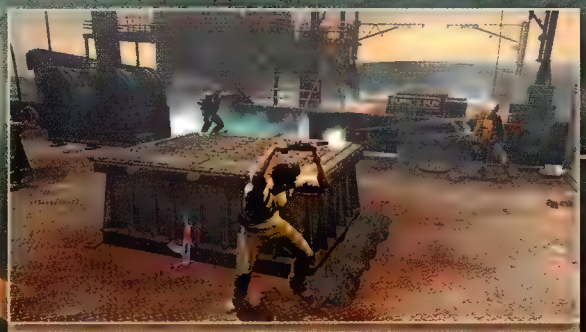
MAJOR BATTLE:
BOATS



IV:

- Once you have dealt with most opponents on your current vessel, you must then repel boarders from an adjacent boat. Change your cover position to face the pirates as they arrive. It's vital to deal with each new arrival quickly to avoid being overwhelmed. Blindfire works well to disable enemies who approach from either side.

- When Nate's vessel is hit by a succession of rocket blasts, jump over to the adjacent ship before it escapes.

III:

- Get into cover at the back of the boat here and aim to neutralize enemies quickly. As on the docks earlier, attempting headshots is impractical. Shoot at whichever body parts you can train your sights on. Enemies who attempt to engage Nate up close can be dispatched with blindfire.

- There are plenty of weapons on the deck, so feel free to use whichever firearms suit your needs.

V:

- As before, take cover at the back of the boat. After dispatching the first pirates here, an armored shotgunner will enter the fray. You have precious little time to neutralize him before he reaches your position, so unleash everything you have. If you are short on ammunition, you can optionally attempt to make a dash for an RPG-7.

- Once all pirates on the deck have been dealt with, grab an RPG-7 from the starboard side and use it to sink the vessel attacking from the port side. There is no need to aim for individual pirates: just fire at the vessel itself. On higher difficulty levels, you will almost certainly need to duck out of sight to reload, as your opponents' rockets are fired with greater accuracy. Don't move too close to the port side: wait until the vessel pitches to the left to make each shot.

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RPG-7

The unparalleled power of the RPG-7 makes it a welcome bonus whenever Nate can lay his hands on one, especially when you face armored opponents. Unless we suggest otherwise, it's usually sensible to use an RPG-7 at the precise moment that you find it to score easy kills, then retrieve your previous long gun afterwards.

Icon	Meaning
✕	Nate's starting position
▢	Recommended cover position
➡	Enemy movement
⊘	RPG-7 ammunition

CHAPTER 14:

CRUISIN' FOR A BRUISIN'

I. As the sinking boat reaches the midsection of the cruise ship, leap over to the ladder and climb on board. Collect Treasure #69, then head up the steps; pick up Treasure #70 when you reach the rear of the ship. You should now leap onto the lifeboat at the back of the vessel. When a support rope snaps, climb up to stand on top of the crane, then run and jump to the balcony (📷).

II. Climb to the top of the ladder, then move over the railing on the right and climb over. If you run directly to the corner ahead just in front of the metal shipping containers, then snap into cover, you can dispatch a pirate guard with a stealth attack as he approaches: tap ⬜ just before he spots Nate (📷). Use the wooden box to climb onto the shipping containers, then sneak over and disable the next guard silently. Follow the linear path forward until you reach a crate where you can collect ammunition. Move onto the scaffolding to trigger a cutscene.

#69 UNUSUAL MASK BROOCH

Found in an alcove to the left of the first set of stairs when you climb on board the cruise liner.

#70 ROSE CUT DIAMOND PENDANT

When you reach the aft section, just before you leap onto the life boat, this Treasure can be found in a dead end on the starboard (right) side of the ship.

Developer Commentary

Jacob Minkoff – Co-Lead Game Designer: "The cruise ship is the most complicated level that Naughty Dog has ever produced. Just as the train sequence did for Uncharted 2, it drove a great deal of our technology for Uncharted 3. We decided not to fake the movement of the ship with tilting camera animation and a scrolling skybox. Instead, the movement of the ship is generated by dynamically casting to a fully procedural ocean, ensuring that no two playthroughs will ever be the same. Making Drake's climbing abilities, the hundreds of physics objects, and the unpredictable ocean work together was an enormous challenge. This was the first level started, and one of the last finished.

Additionally, whereas Uncharted 2 had very few dynamic physics objects, we knew that we would need hundreds of such objects rolling around in order to really sell the concept. The lifeboat on the stern of the cruise ship is one of the most complicated interactive physics simulations ever seen in a video game."

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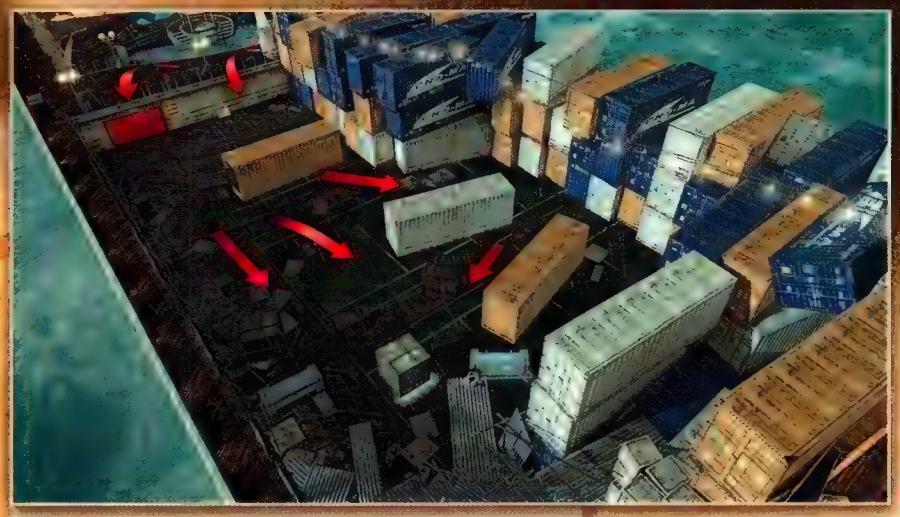
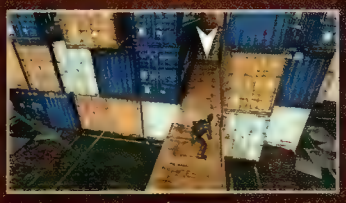


III. There are three waves of enemies in the confrontation that follows the unfortunate collapse of the platform, and the ship will periodically pitch to one side violently, causing Nate to stumble. This makes him unresponsive for a second or two, and will also unsnap him from a cover position, but your opponents share the same disadvantage. Approach the large wooden crate and stand behind it (📼). Step out and use the KAL 7 to quickly take down nearby enemies chest and head shots. Sustaining a little damage here isn't a problem: the important thing is to thin enemy numbers before they have a chance to approach from multiple positions. Once this first wave has been dispatched, a unique, heavily armored opponent toting a PAK-80 machine gun will arrive via the balcony. This begins a cat-and-mouse battle where Nate must tackle this leviathan. He is impervious to melee attacks (you cannot even counter his kicks), so don't get too close. Rest assured that things get worse before they get better. If you cannot defeat the Brute quickly, additional pirates will enter the fray – including an individual with an M32-Hammer on the (unreachable) balcony. If you can shoot the latter and are lucky enough to have his weapon land at your feet, this gives you the means to take down your armored foe. If not, dispatch a pirate to grab a Sawed-Off Shotgun. At close range, darting from cover to unleash both barrels, the armored Brute will not last long. Grab his PAK-80 to eliminate a final wave of pirates with relative ease: you cannot carry this weapon beyond this area, so may as well use it now.

IV. Pick up a KAL 7 and as much ammunition as you can gather, collect Treasure #71, then approach the red slide door and tap △ rapidly to open it. On the other side, grab Treasure #72. Before you push through the revolving door (📼), collect additional ammo and then jump into the pool to wade around and unlock the Marco Solo Trophy. (For those who missed it, this references a secret scene in Among Thieves where Nate, swimming in a pool on a hotel rooftop in the middle of a warzone, playfully attempted to cajole an impatient Chloe to join him in a game of Marco Polo.)

#71 EMERALD AND PEARL NECKLACE



After the battle, climb onto the shipping container closest to the red slide door. Jump into the space that it once occupied: the Treasure is directly ahead.

#72 ANTIQUE MINERVA PENDANT

Once you have passed through the sliding door, run directly ahead until you reach the wall. This Treasure is just off to your left.

PAK-80

This rare and exceedingly powerful weapon has an extremely high rate of fire. Its full automatic mode is only efficient at close range; over longer distances, employ short bursts to keep its recoil in check. As carrying the PAK-80 slows Drake down significantly, this firearm is best used as an emergency solution: pick it up to mow down multiple enemies quickly, then retrieve your previous long gun before you move on.

MAJOR BATTLE:

BALLROOM

Developer Commentary

Benson Russell – Game Designer: "For Uncharted 2, we had to make the AI work on moving platforms for the train levels, so the basic technology already existed to get them to move around on the cruise ship. We had to take it a step further for the fight on the upper deck of the ship, with the waves crashing over, so we created a set of stumble animations that we could play in sync with the wave bits. With the ballroom fight taking place in an enclosed space, without the large waves, we didn't have to worry about synced animations. However, we did have to fix some of the weapon systems to work in the proper world space – such as the grenade launcher trails and laser-sighting beams. We also made some adjustments to the player controls to account for the exaggerated movements that the cruise ship makes – otherwise, it would have been quite frustrating for the player to aim."

V:

- There is no one cover position that affords you complete protection from all opponents in this battle, with many instances where foes attack from at least two directions, so it's really very tricky on higher difficulty levels. See page 244 for an advanced strategy suitable for Hard and Crushing.
- After killing the seated pirate silently, you can sneak to the lower level and dispatch the pirate by the piano with a stealth attack to gain a bonus weapon: the M32-Hammer. Run for cover, then use this to dispatch the two opponents wearing armor when they reach your position; eliminate everyone else with your pistol. Once this first wave has been defeated, head back up the stairs.
- With the balcony now bustling with three snipers and a grenadier, stay in cover close to the entrance and wait for pirates to drop from above. There are several of these in total, including two further armored shotgunners, with the arrivals staggered over the space of anything up to a minute. Lie in wait and dispatch these as they land.

VI:

- Once the coast is clear, inch out from beneath the balcony and deal with the snipers on either side of this upper level, then carefully target the pirate wielding the M32-Hammer at the center. There should now be one further sniper to dispatch.

VII:

- The final trio of opponents will arrive through the door to the left of the piano after a short delay; you can watch their approach through the glass. Move closer to their position and cut them down with a full-blooded barrage before they can move out into the ballroom. If you wish, you can shoot the green acetylene tanks just before the pirates enter. You can't rely on these explosives to kill all three, but it certainly adds a little extra drama to the battle's denouement.

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Enemy wave
	Acetylene tanks

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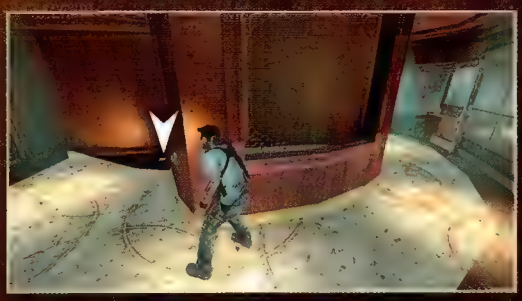
Developer Commentary

Richard Lemarchand – Co-Lead Game Designer: *"I think that exploration and discovery is one of the basic pleasures of videogames. I like to believe that hiding Treasures in dead ends, or on alternate traversal routes, creates moments of enjoyment and revelation for players, especially on a second playthrough. We also put a lot of work into the Treasures themselves, choosing objects that fit the environments and themes of the game, and that make people think of the human hands that have held an antique down the years."*

VIII. After availing yourself of as much ammunition as you can find (an M32-Hammer, if you have at least four rounds available, is a good choice), leave the ballroom via the door opened by the three pirates, collect Treasure #73, then proceed along the walkway. Slow to a measured walk and approach the pirate guard to perform a stealth kill. Pick up Treasure #74, then head past the pirate's corpse to enter a cabin. Snap to cover against the wall as you pass through the doorway, and observe the pirate in the next room. Press ◎ and hold L left to swiftly transition between cover positions, then approach the doorway (☞). Now run directly towards the pirate and take him down with melee attacks. Collect Treasure #75 before you continue.

#73 RUBY AND PEARL PENDANT

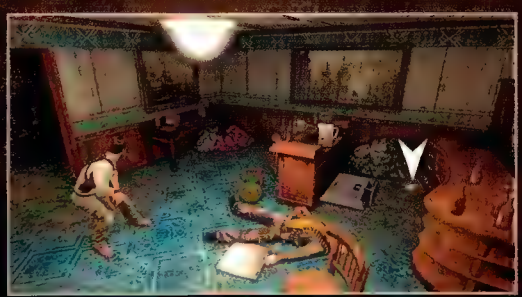


Turn right when you leave the ballroom to find this Treasure behind the elevator.

#74 GEORGIAN ENGLISH COMPASS

After performing the stealth takedown, this Treasure is at the end of the [illegible] walkway.

#75 RUBY AND DIAMOND BRACELET



Once you have disabled the guard inside the cabin, collect this Treasure from behind the bar counter.

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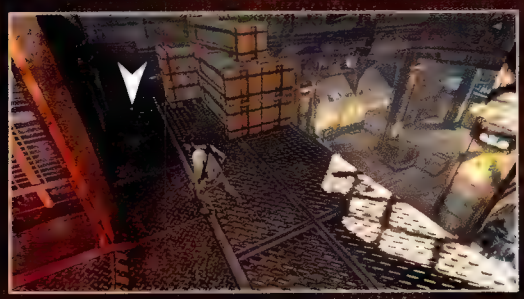
#76 AMETHYST CUFFLINK

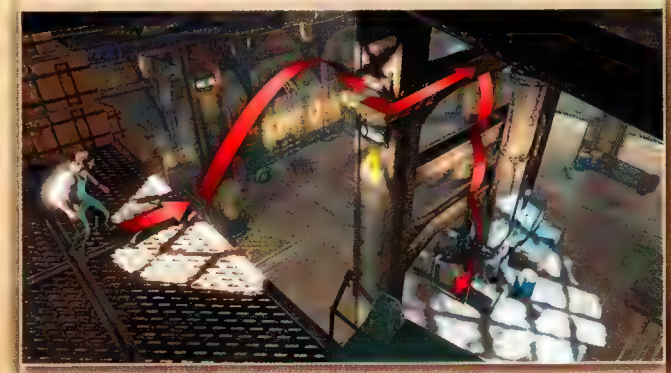
Found beneath the stairwell before you enter the hold.

#77 GOLDEN AMETHYST RING



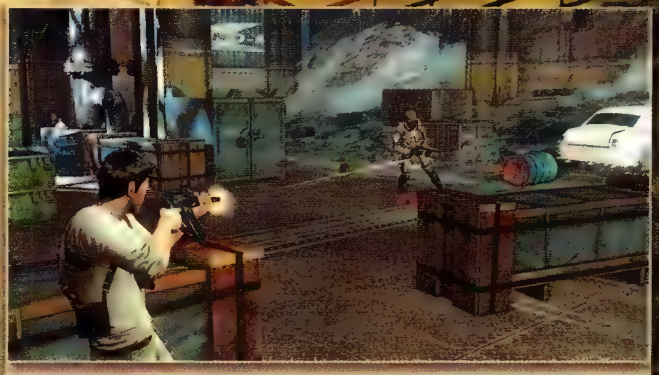
Located to your left when you reach the walkway above the hold. Be sure to collect it before you descend to the lower level.

IX. As you enter the corridor, snap to cover on the wall ahead and slink along to the corner. As the pirate approaches, tap ▢ to perform a quiet kill before he notices Nate (📷). Continue forward and run to the bottom of the staircase. Collect Treasure #76, then press △ to open the hatch.

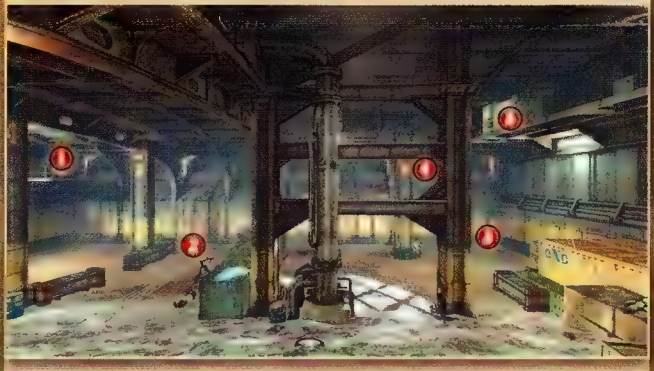


X. Head along the corridor to reach the hold, then collect Treasure #77. The drop to the lower level is too far for Nate to survive, so leap over to the striped ledge next to the balcony, traverse to the right, then descend via the metal girders (📷). Approach the corner of the room behind the white car to trigger a cinematic.

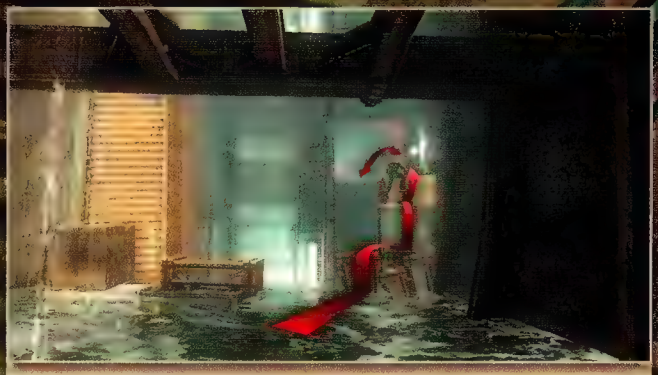
CHAPTER 15:
SINK OR SWIM



I. When the cinematic ends, a short but extremely intense battle begins, with small waves of enemies arriving as the hold fills with water. Stay in cover behind the wooden crates to deal with the first party. Kill the pirate on top of the containers in front of you, then remain in cover until the armored shotgunner approaches your position. If you brought an M32 Hammer from the ballroom, you need no further advice here; if not, toss a grenade at his feet, then weaken him with gunfire before it detonates (). Your next target should be the pirate holding a Riot Shield, saving his ally firing from the far balcony until last – triggering a new wave of assailants. Immediately run to the opposite side of the larger pile of crates ahead of your position.



II. Two snipers appear on the balcony above Nate's previous cover spot (1), with an armored shotgunner (2) and a lone pirate (3) entering the fray moments later. Continue with the KAL 7 if you are comfortable with it, but the Arm Micro and a Riot Shield can be a solid combination on higher difficulty levels. Kill the lone pirate first, then try to deal with the two snipers quickly, from cover behind the pillar at the far end of the room, before the shotgunner approaches your position. After he falls, additional pirates will appear (including two marksmen on balconies at (4) and (5), plus a sniper on the far side of the hold). Dispatch these and any further reinforcements to end the battle.



III. Climb the stack of wooden containers, then jump over to the corridor (). Drop through the open hatch, then jump over the staircase. Tap △ rapidly when the prompt appears, to free Nate when he is trapped. Swim to the hatch dimly visible to Nate's right and, again, tap △ repeatedly to open it. Swim to the end of the vent. On the other side, hold L down to run into the screen and jump over the corridor opening to escape the torrent of water.

Developer Commentary

Jacob Minkoff – Co-Lead Game Designer: "When I pitched this chapter to the team, you should have seen the programmers shaking their heads. Not only did I want to do a cruise ship on a rough ocean with waves breaking over the sides, creating moving cover, I wanted to tip it over and fill it with a second water simulation that would slosh around realistically inside the confines of the hold. After my pitch, they were shaking their heads. Fifteen minutes later, they were discussing amongst themselves how it could be achieved. Thirty minutes later they had decided that they were going to make it awesome. That's how Naughty Dog rolls.

From a design standpoint, it was very challenging to lay out the cruise ship. I worked backwards, building it on its side first, since that was going to have the more complicated traversal. Once that was done, turning it upright was easy. Of course, all further revisions required turning it on its side again and making sure that the addition of a piece of cover for a battle in the upright ship wouldn't break traversal when it turned sideways. Everyone on the cruise ship team is a saint for putting up with the process.

The chandelier scene is another fantastically complex shot. It was so hard to achieve that we almost cut it a few months before release. As the player hangs on the dynamic, moving chandelier which is parented to the ship (which is, in turn, being moved by the procedural ocean), they can look out of the skylight and – through real-time reflections and refractions – they can see both above and below the water at the same time. Epic."

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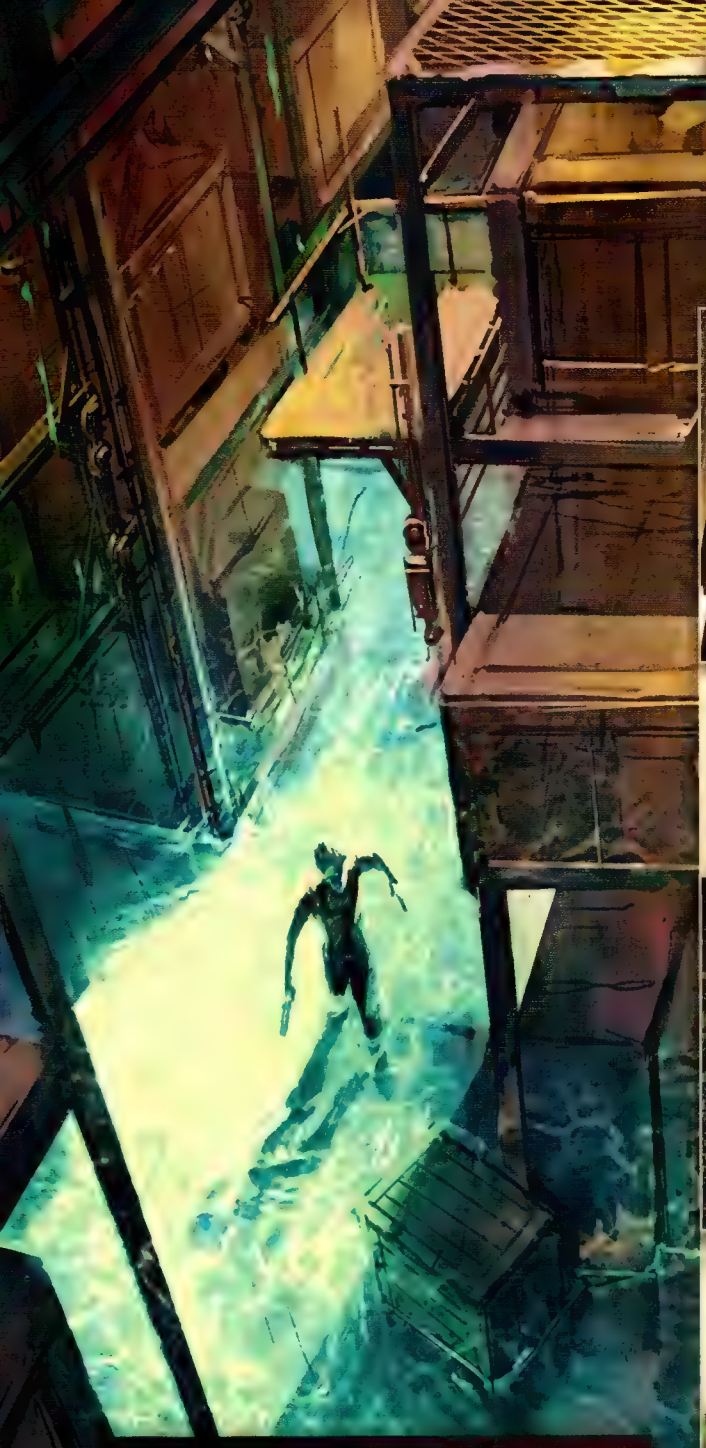
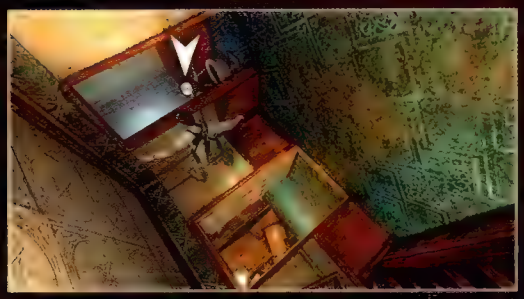
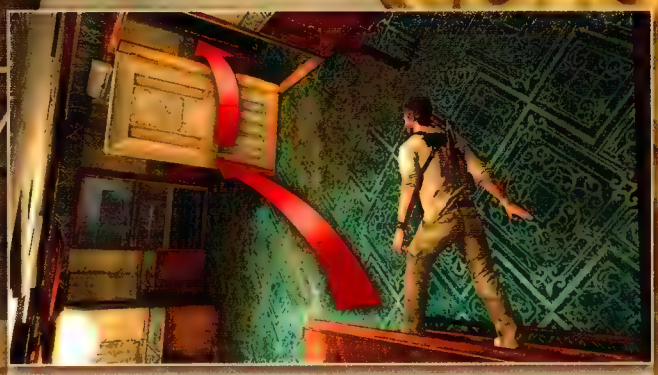


#78 SILVER ROCOCO NAPKIN RING

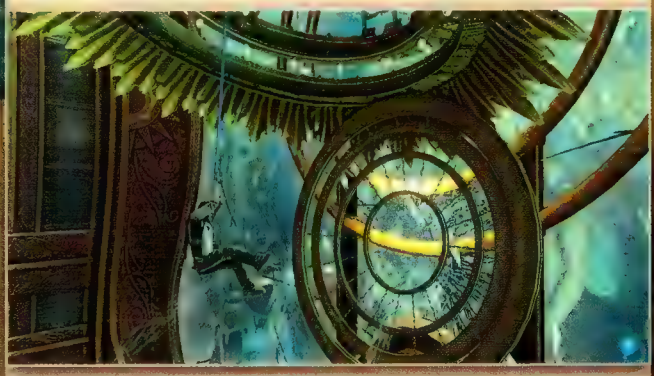


After climbing out of the room with the bar, this final Treasure of the chapter can be found in the small bathroom directly ahead.



IV. Walk forward until flooding blocks your path, then jump to grab a length of red cord to your right. Climb the corridor; when Nate has a narrow escape, scramble through the open doorway. You may recognize this as the bar area where you disabled a pirate with a stealth kill earlier. Jump onto the wooden counter and, from there, to the open door above (📷). Collect Treasure #78 when you reach the next room.

V. Climb to the top of the bed, then leap over to the wall beneath the door. Press △ to open it, then make the short climb to the outer walkway. Take stock of the remarkable sight of the stricken ship listing on one side, then sidle over the narrow ledge above the ballroom and clamber into the elevator (📷). Inside, press △ to set it in motion.

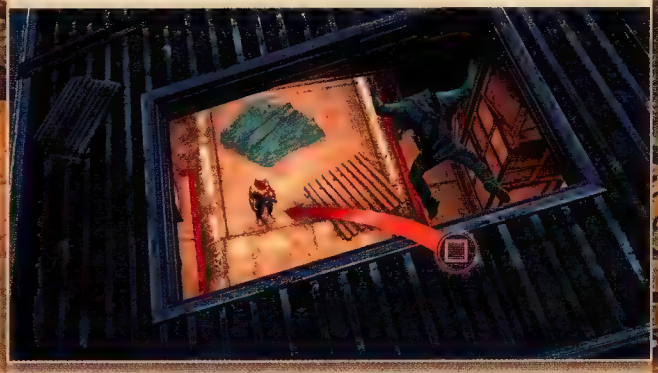


VI. On the chandelier, climb down to the outer edge, then jump towards the cord inside it. When Nate is left hanging, swing over to the broken lower section to make an unconventional descent (📷). Approach the corridor and, when the ballroom's glass ceiling cracks and breaks, sprint into the screen to escape the onrushing flood.

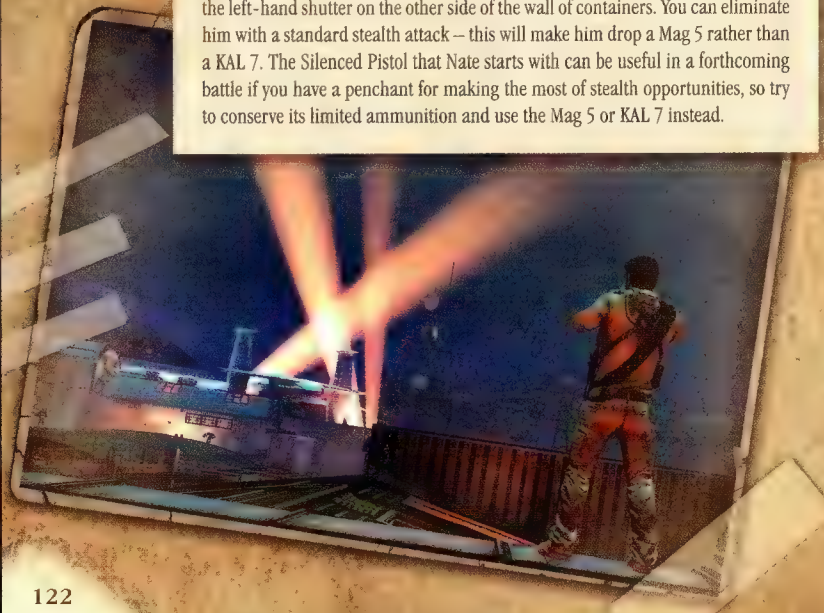
CHAPTER 16:

ONE SHOT AT THIS

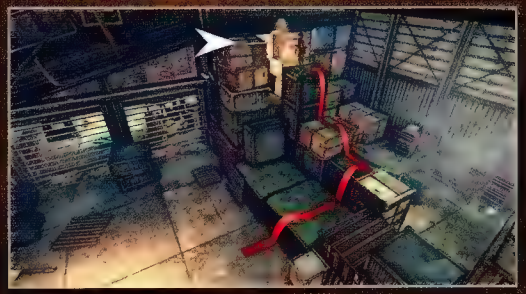
I. Press Ⓐ to help Elena lift the garage door. Inside, climb the crates to your right and collect Treasure #79 before you proceed through the illuminated opening. In the next area, wait for Elena to stand behind the truck, then press ◎ to get into position with her. Use Ⓛ to push the truck around the corner and up the slope. The idea here is to get as close to the open window in the corner of the room as you can, then leap onto the roof of the vehicle and grab the ledge before it rolls back down the ramp (📷).



II. Drop from the containers to the ground, then vault over the first fence. Climb the fence on the right after rounding the corner, then spring backwards to reach the rooftop. As you run overhead, Elena will warn Nate that she can hear voices through the locked shutters. If you run over to the open skylight on the left, you can drop down and eliminate the first guard with a stealth kill as he walks beneath (📷). Pick up the SAS-12 that he drops. The second guard stands facing the left-hand shutter on the other side of the wall of containers. You can eliminate him with a standard stealth attack – this will make him drop a Mag 5 rather than a KAL 7. The Silenced Pistol that Nate starts with can be useful in a forthcoming battle if you have a penchant for making the most of stealth opportunities, so try to conserve its limited ammunition and use the Mag 5 or KAL 7 instead.



#79 MOSAIC BIRDS PENDANT



Found on top of the highest crate after entering the first warehouse.

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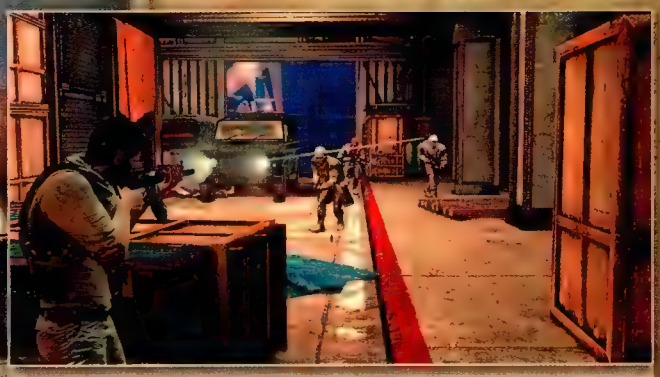
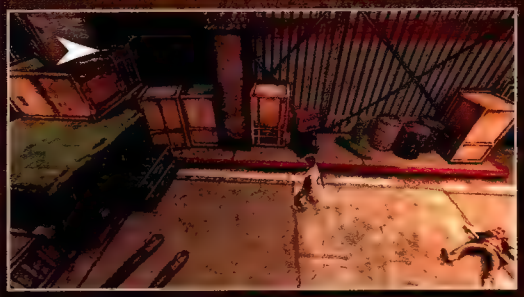


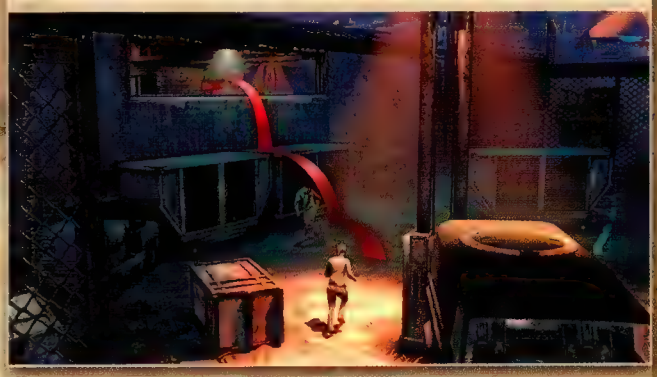
III. Collect Treasure #80, then shoot the locks at the bottom of the shutter where the second guard was stationed to enable Elena to join you. As soon as she enters the room, take cover behind the crate by your position and draw a weapon. When the guards jump out of the vehicle, kill the soldier that climbs out of the passenger door first, then focus on preventing those that follow from running into the area to the right of the truck (). If any should slip past, you will need to be watchful for opponents flanking from the area directly to your right. At this point, you may prefer to switch to the SAS-12 and engage the remaining hostiles at close range.

#80 SONG BIRD BROOCH



After eliminating the two guards, this Treasure is found on a pile of crates in front of the shutter to the right of the one that you open for Elena.

IV. When the final guard falls, collect all available ammunition, then help Elena push the vehicle to the gate – the controls are the same as in the previous instance. Take cover when they lose their grasp, and observe the soldiers who arrive to investigate in the area ahead. For the following battles, Nate's opponents wear uniform-mounted flashlights that reveal the direction they are facing. For those who would like to perform stealth kills, the information this imparts is invaluable in the early morning gloom. With the trio that stand around the truck, you can eliminate the soldiers to the left () and right of the vehicle silently in that order. The second stealth kill may alert the third soldier, though you can sprint over and disable him with melee attacks or shoot him before he can ready his weapon.



V. A major battle is imminent, so pick suitable weapons before you continue. Players who wish to test their stealth abilities should take the Silenced Pistol, while those who would prefer a fight are advised to grab a KAL 7 and as much ammunition as they can find. Once you're ready, climb through the window to the left of the truck ().

Developer Commentary

Benson Russell – Game Designer: "We like to approach stealth like a puzzle, where the player has to figure out how best to quietly eliminate the enemies in the area. Sometimes there's only one way to get them all, sometimes there are several. If a player enjoys this kind of challenge, then we don't mind letting them skip some combat as a reward for doing it. They will undoubtedly have tried multiple times to figure out how to accomplish this, so they've definitely gotten their gameplay challenge and experience out of the encounter by that point."

MAJOR BATTLE:
AIRPORT

VI:

- As Nate's comments to Elena should suggest, a stealth-based strategy is possible in this area and enables you to avoid multiple waves of reinforcements that arrive if Nate is discovered. Areas of obvious light (chiefly the lamp posts and the flashlights) will expose you, so the key is to stick to unlit areas. See page 246 of the Walkthrough Addendum for a step-by-step walkthrough.

- If you prefer the idea of a more dramatic confrontation, the crates inside the entrance to the garage where you start offer by far the most defensible position in this battle. In a worst-case scenario, the garage interior also offers space to retreat into in the event that Nate and Elena are overwhelmed.

- If you still have Silenced Pistol ammunition, you can take out the guards close to the garage with headshots to tip the odds in your favor before Nate is detected. As soon as the alarm is raised, though, immediately return to the garage to make your stand.

- Though it's prudent to dispatch enemies before they reach Nate's position, it can be useful to allow a handful to draw near before you kill them. This means that you have less distance to run if you need to make a brief dash from cover to collect ammunition or new weapons.

VII:

- Enemies will approach your position in the garage from a variety of directions. Their flashlights broadly reveal their movements, but can also have a dazzling effect that makes it hard to pick a clear shot. Whenever this happens, it's safer to aim for their torsos.

- With the exception of snipers and a grenadier, the principle dangers in this battle are the armored shotgunners. As always, measured headshots and grenades work well.

- Don't be frugal with your grenades: you have no real use for them for the remainder of this chapter. You should also be ready to exploit grenade throwbacks whenever possible.

- If you want to run out and attempt to engage your opponents up close, sticking to the outer area of the battlefield and staying in motion whenever possible will greatly improve your chances of survival.

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Enemy movement
	Explosive tank

VIII:

- The shipping containers in these positions are favored by snipers armed with the T-Bolt Sniper and one opponent wielding the M32-Hammer. Try to neutralize these as soon as they appear if you leave the garage.

T-BOLT SNIPER

This bolt-action sniper rifle boasts superior stopping power to the Dragon Sniper (it can one-shot an armored opponent through the headgear), but the necessary delay between each trigger pull means that inaccurate marksmanship is punished more severely. At close range, blindfire against unarmored opponents is surprisingly effective.

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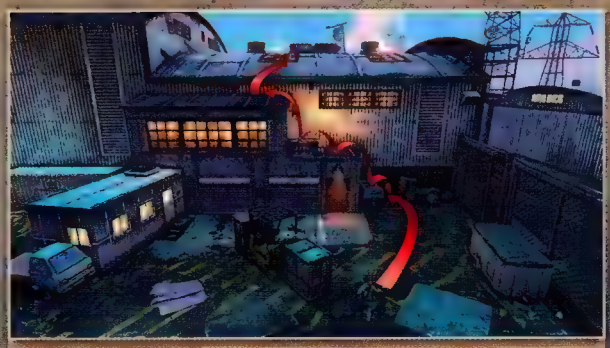
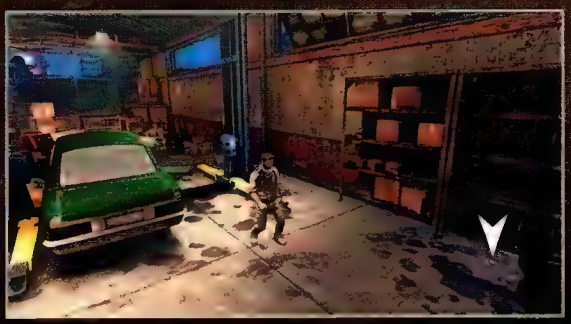


IX. When the battle ends, be sure to collect Treasure #81 if you have yet to do so, then head to the starting position shown in the accompanying screenshot and climb to the rooftop (📷). Jump over to the ladder, then descend to the ground.

X. Nate cannot make it through the gate in time, so you should instead follow the route illustrated here (📷). Don't dawdle: a vehicle with a mounted weapon will fire on you until you reach the rooftop. Kill the enemy directly ahead (either by pulling him down over the ledge or with a weapon), then use the ventilation ducts as cover to approach and disable his two allies. At the far side of the roof, there is one additional guard. Dispatch him from afar (or bypass him), then leap into the pile of luggage for a safe landing and sprint in pursuit of the accelerating plane.

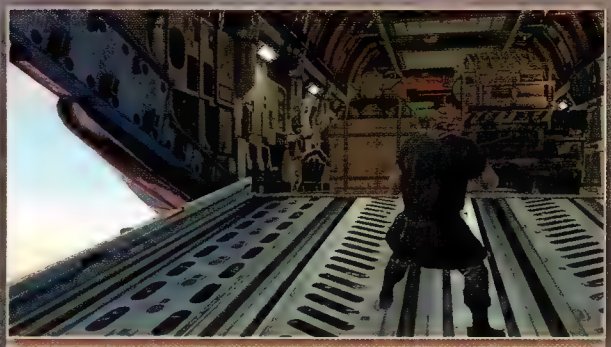
XI. When Elena arrives, run alongside the vehicle and press ⊗ to jump on board when Nate takes hold of it (📷). Use L to move onto the hood when you draw behind the plane, then use slight inclinations of the stick to direct Elena towards the forward landing gear. When you move within range, press ⊗ to leap over before the plane takes off.

#81 ENAMEL BIRD RING

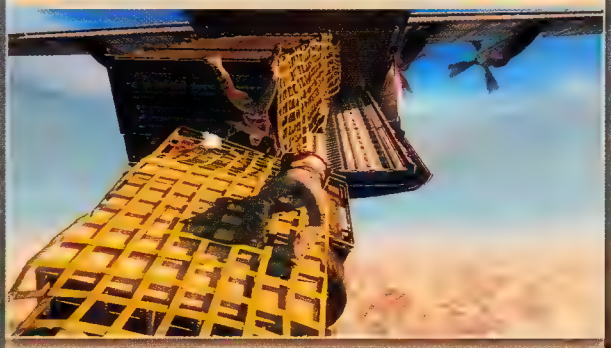


After climbing through the open window, this Treasure can be found in front of shelves at the back of the garage, opposite the exit. Though you can collect this before fighting the guards in the major battle, it's safer to pick it up after the conclusion of hostilities.

CHAPTER 17: STOWAWAY



I. Crawl through the maintenance shaft until Nate is accosted by a burly assailant. As with all Brute-style opponents, use counterattacks to set up combo opportunities. When your assailant falls, run back up the ramp and tap △ rapidly to pull the parachute release cord on the left-hand side of the cargo crates (). In the mayhem that ensues, dodge the tumbling containers until Nate is swept from the back of the plane.



II. Climb the cargo net rapidly and, when an unfortunate adversary lands just ahead of Nate, press ○ to hurl him to his doom and steal his pistol (). Climb further up and jump inside as quickly as possible before the hatch closes.

III. Once inside the cargo plane, immediately get rid of the first two assailants. Grab ammunition or a replacement pistol, then prepare yourself for a short but intense fight. As with a battle on the cruise ship earlier, the pitching and rocking of the plane will cause cover elements to move from side to side. Keep Nate in the back of the plane and close to a crate (without getting caught up between two crates or between a crate and a wall, which would be fatal to Nate), and attempt to take down enemies with concerted but controlled fire (). When the hole appears in the side of the plane, dodge cargo and move away from the opening. When Nate is thrown into freefall, guide him towards the plummeting crate, then tap △ rapidly to open its attached chute.

Developer Commentary

Kurt Margenau – Game Designer: *"There are some basic techniques we use to achieve the sense of speed in these scenes – most notably the visual wind effects coming from the wings, clouds going by, and smoke billowing out of the cabin when hanging from the "kite tail" of trucks stretching out of the plane. The secondary motion on things like the netting and Drake's clothes flapping also help sell the wind. Drake's regular climbing move-set is altered during this sequence as well, causing his legs to flail wildly when they aren't braced. In addition, the plane banks and pitches a lot while Drake is on the trucks, causing everything to appear a bit less static. The final touch is a physics wind that only affects Drake's scarf, making it flap around like crazy.*

Interestingly, when the moving dunes background was first booked up, it was moving much faster, but it looked weird, as if the plane was flying at an incredibly low altitude. It had to be slowed down drastically to appear at a realistic (and dangerous) height, and to match the scale and level of detail of the dunes. In game space, however, these are really only about 100 meters below the plane."

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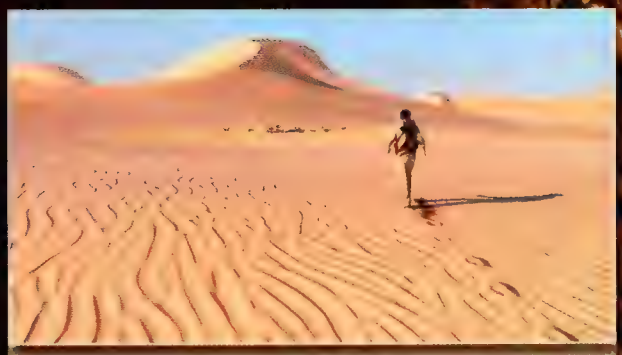
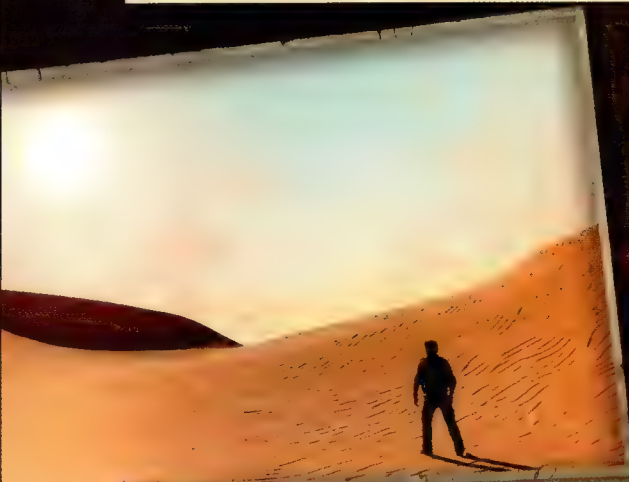
CHAPTER 18:

THE RUB' AL KHALI



I. Run up the dune towards the wreckage to trigger a cinematic where Nate surveys the devastated plane, and takes in the enormity of the desert that surrounds him. The gameplay sequence that follows is a little unusual. In the next scene, walk along the dune and admire the stunning scenery; the screen will eventually fade. In the next section, walk forward to arrive at a well (📷). Collect Treasure #82, then approach the rope and press △ rapidly to raise it. After the brief cutscene, trudge on until the screen fades once again.

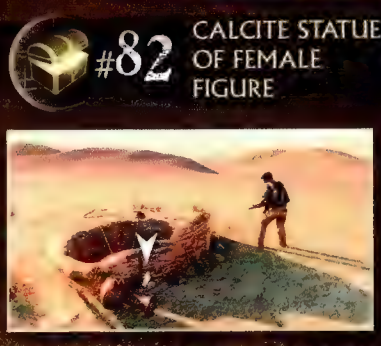
II. When the story fast-forwards to the evening, press ✣, then stumble forward until you reach yet another transition. Approach the figure in the distance until you see the miraculous sight of vegetation to your right, then walk towards it; this presents a second opportunity to collect Treasure #82. In the following scene, approach the shadow beneath the rock; once Nate awakes, stumble forward. When Sully extends his hand to Nate, press L forward to grasp it. You will eventually reach a broken cart half-buried in the dunes (📷). As you approach it, you will see a ruined village in the distance. In the final part of this montage illustrating Nate's journey through the desert, stride up the dune to reach the abandoned settlement.



Developer Commentary

Kurt Margenau – Game Designer: *"The goal in this rather unusual sequence was to capture the real feeling of being lost in the desert by creating a playable montage using all the cinematic tropes of the genre. By simplifying the game controls to focus on movement, we give the player a chance to bond with Drake in a straightforward way through gameplay – not to mention, it gives them a chance to ogle our sand footprint technology! This is meant to make them feel lost and tired like Drake, but the sequence is short enough that they don't get frustrated. It's a fine line, but we try to give the player just enough of a goal to keep them from getting bored, whether it's a glimpse of a well in the distance, or a mirage of Sully leading them on. Our objective is to give the player a feeling of great reward and relief when they finally arrive at the beautifully detailed village – just as Drake does."*

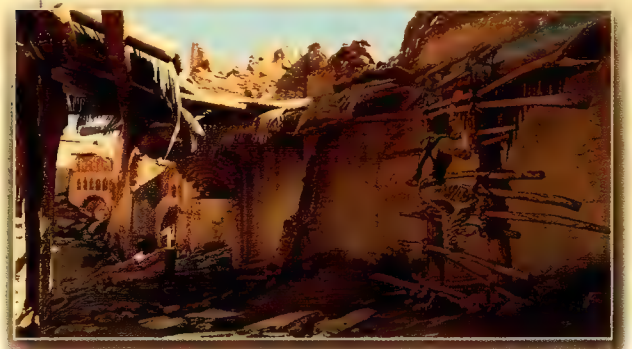
Richard Lemarchand – Co-Lead Game Designer: *"We had experimented with this unusual style of gameplay in Uncharted 2, with the 'peaceful village' sequence, and we were very happy with the results. Placing a kind of playable vignette at a critical juncture of the unfolding story allows us to reset the pace, and create some emotional room that the player's own emotions can fill up – which is a powerful technique we use in many different ways in the Uncharted games. The sequence is also inspired by the 'notgame' movement within independent videogames, which explores new, experiential styles of play."*



#82 CALCITE STATUE OF FEMALE FIGURE

At the dry well, break the jar on the left-hand side of the stone circle to find this fiendishly well-hidden Treasure.

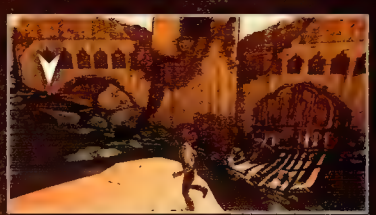
CHAPTER 19: THE SETTLEMENT



I. Run towards the gate at the front of the abandoned settlement, taking a slight detour to grab Treasure #83 when you draw close. This entrance is blocked, so follow the wall to the right to find an improvised ladder (📷). Climb up, then vault over the gap in the wall. When Nate lands, collect Treasure #84.

II. Leave the building, then climb into the well and use the ledges to safely descend to the bottom. Squeeze through the tight gap in the rocks to trigger a cutscene. When this ends, climb the ledges to return to the surface (📷). Collect Treasure #85, then follow the path forward until you reach a closed wooden door. Press △ to break it down – and steel yourself for the battle that ensues.

#83 ANCIENT ALABASTER IBEX



This can be found to the left of the entrance, next to a collapsed section of the outer wall.

#84 COIN OF THE QATABAN KINGDOM

When Nate crashes through the roof, turn to the right to find this Treasure on the floor.

#85 ANTIQUE SILVER LINKED BRACELET

After climbing out of the well, this can be found by the broken wall section to the left, just before you reach the steps.

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MAJOR BATTLE:

VILLAGE STREETS

Icon	Meaning
✕	Nate's starting position
▭	Recommended cover position
➤	Enemy movement

III:

- Nate begins this battle without a weapon, so there's an immediate need to acquire one. An adversary with an SAS-12 will run to engage you; dispatch him with a melee attack from cover. Alternatively, wait behind the low wall for a few moments until an enemy with an M9 runs to a pillar to your left, then snap into cover beside him and take him down with a contextual one-hit kill.

- Fighting from your starting position (✕) is a reasonable tactic, and certainly makes it easier to perform grenade throwbacks, but some enemies are insistent on running to the pillar to your left. If you're happy to fight from here, you can usually kill them with blindfire when they emerge from cover. Regard grenades tossed to Nate's position as a bonus, not a threat: try to identify a target and align your intended return throw before they even land.

- Killing the marksman on the roof at any early point in this opening attack wave makes it much easier to deal with the other assailants. He wears armor, so you'll need to hit him with a few headshots to neutralize him; a precision grenade throwback will weaken him sufficiently for a quick kill.

IV:

- Collect ammunition for the M9 (including the gun dropped by the rooftop marksman), then pick up a Raffica Pistol or Para 9. The next wave appears in the lower area directly behind the open well, at the bottom of the steps. Move to the left-hand side of the ruins above the steps and inch out from behind cover to launch a surprise attack (). You should be able to kill all currently active hostiles from this position of safety.

V:

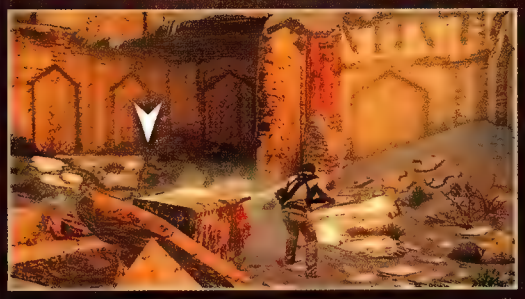
- Proceed down the steps and turn to your right to kill the soldiers hiding behind the ruined walls (), and an additional four who burst through the gate. If Nate is in any danger, remember that you can easily retreat via the steps to give him time to recuperate, and to potentially lure individual enemies away from their allies for easy kills.

VI. As you run through the gate, Nate falls into a pit. Kill the assailant above your position and collect Treasure #86 just below him. You can then shoot the pillar pictured here, with the resultant collapse of the platform it supports revealing a way to climb out (📷). Dispatch the enemy that appears as you climb the wall. You will encounter another one further ahead as you reach the top of the stairs – he drops a T-Bolt Sniper. This powerful rifle may be tempting, but think carefully before casting your M9 aside. You should have plenty of ammunition for the latter now, so trading it for a sniper rifle with a relatively small capacity may not be wise – especially if an unforeseen death means that you cannot retrieve the M9. Collect Treasure #87 and the nearby Mag 5 before you approach the broken wall section.

Developer Commentary

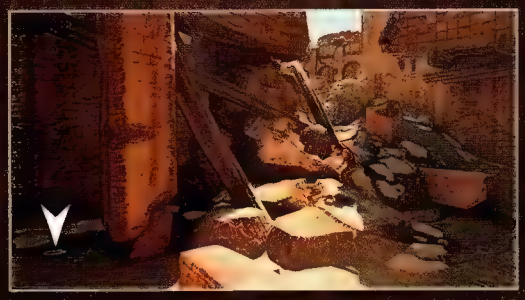
Kurt Margenau – Game Designer: "Ruined environments are really fun for a combat space layout designer. They give us the freedom to make the space intricate and vertical, with a lot of abstract and unusual shapes at the malleable 'blockmesh' stage where combat is tested before any final art is added. When the artists get involved with the levels, there's always a difficult process of converting the shapes into something that makes sense in the real world. Often, a broken building and a few pieces of rubble go a long way. The more 'charted' areas of the game force us to think a lot more about the real-world analogues as we're laying it out so we don't end up with silly looking crates sprinkled throughout. Luckily our artists are very talented and creative, and can come up with all kinds of clever ways to make what is essentially a rectangular box fit seamlessly in the world."

#86 ANTIQUE AGATE WEDDING RING



Collect this Treasure before you climb out of the pit.

#87 SILVER AND CORNELIAN NECKLACE



When you reach the room where a sniper lies in wait, collect this Treasure from a dark corner to the left of the exit.

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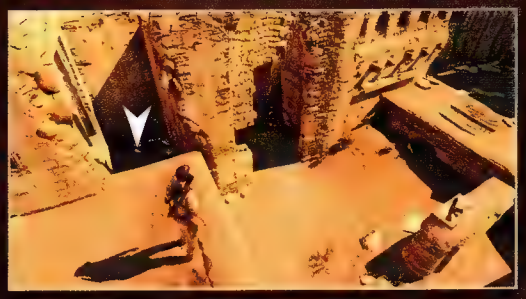
VII. As you climb onto the rooftops, numerous hostiles will arrive to engage Nate. While the low wall directly ahead offers cover from those firing from distance, you will find that some enemies will attempt to flank you to the right (📷). Worse still, with your concentration fractured by following such movements, a Riot Shield bearer, shotgunners, and an armored foe will rush your position, and an RPG-7 wielder will soon enter the fray. One strategy is to stay resolutely in cover until enemies draw near after the opening moments, relying on grenade throwbacks and blindfire to kill adversaries without exposing Nate to attack from multiple positions. If you wish, you can wait for an opponent with an SAS-12 to arrive at Nate's position before you pepper them with blindfire, then appropriate their firearm for this very purpose.

VIII. An alternative strategy for the rooftop battle – and one that is much safer on higher difficulty settings – is to take a few potshots at your opponents as they arrive, then drop back into the ruined building. Collect the T-Bolt Sniper, then take up position at the top of the staircase. You can then wait for the shield bearer and the shotgunners, killing them as they appear above your vantage point (📷). The staircase offers an easy avenue of retreat if you are confronted by more than one opponent at once. Once hostiles stop arriving at your position, return to the rooftops to dispatch the remaining members of the attack force.

IX. With the rooftop battle over, grab an M9 and as much ammunition as you can find (you cannot take the RPG-7 or the Riot Shield into the next area), then collect Treasure #88. Squeeze through the gap on the other side of the crumbling arch (📷), then hop over the ledge; turn right to collect Treasure #89 before you continue along the road and trigger a major battle.

#88 ANCIENT SABAEAN BUST



After the rooftop battle ends, this can be found in a small alcove like space to the left of the exit.

#89 ANCIENT KINGDOM OF SHEBA COIN

After squeezing through the gap and jumping over the balcony, turn right to find this Treasure by the dead end.

MAJOR BATTLE:
COURTYARD

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Truck with turret
	Enemy movement
	Treasure

X:

- After the rocket attack that kickstarts the battle, precluding any possibility of retreat, Nate automatically snaps into cover in the position illustrated here (). The key feature of this encounter is a truck with a powerful turret positioned on the roof of a building in the center of the area. This will cut Nate down in seconds if you leave him in the open. However, the pillars that support the surface that the vehicle rests on can be destroyed with gunfire or explosions. In addition to maintaining control over other foes, damaging these supports is your principle objective for the early stages of the battle.

XI:

- Immediately move to this position () and take cover behind the low wooden fence (or the small shard that remains if it has been damaged). This position enables you to kill footsoldiers while protected from the relentless turret barrage. Though this location offers protection from the enemies who attack from the covered area directly ahead, you are vulnerable to periodic attacks from the right -- indeed, there should be a soldier stationed there when you arrive. Be watchful of this blind spot, and be ready to deal with threats as they arise.

- Once you have reduced the number of guns directed at Nate, you can concentrate on destroying the support pillars beneath the armored vehicle. If you are short on ammunition, make short dashes between cover positions to collect it from weapons dropped by vanquished foes. You can even find a PAK-80 in the small tunnel beneath the turret truck.

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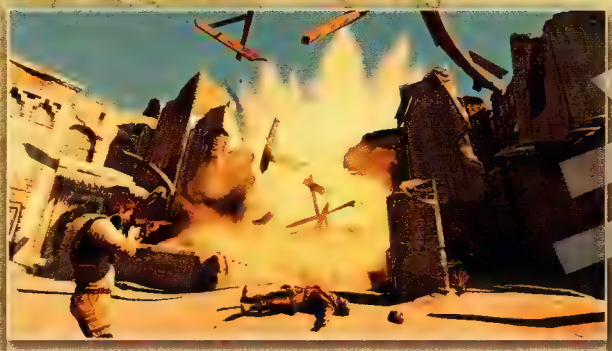
XII:

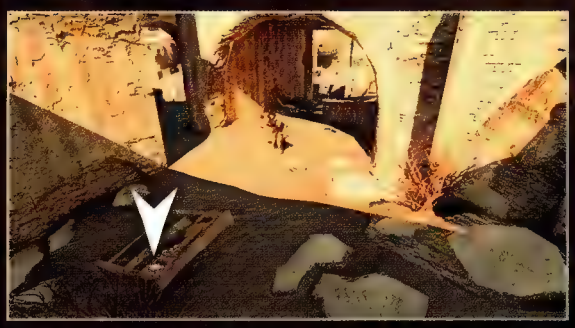
♦ Once the turret has been neutralized, an individual wielding an RPG-7 will appear above the gate, accompanied by a final wave including armored opponents who arrive below his position and filter into the area (📷). Kill the rocket launcher opponent quickly, so that you can train your sights on his allies before they spread out. Ammunition conservation is not an issue here, so don't feel obliged to be frugal. Another strategy is to grab the RPG-7 lying in the middle of the courtyard and use it to destroy the wooden gate. This will kill the rocket launcher opponent on top of the hill, and possibly some of the enemies standing by the gate.



XIII. Pick up Treasure #90, then collect an RPG-7 and use it to destroy the gate (📷). At the top of the slope, climb the ladder. Approach the wall directly ahead to trigger a short cutscene. The following battle pits Nate against numerous opponents (including snipers) firing from the building opposite, but worry not – help is at hand.

XIV. Once Nate mounts the horse, there is a brief "on rails" sequence where you can shoot opponents as you ride by. When Nate's companion is killed, gallop through the streets – hold L forward to move, and sideways to steer – and then follow Nate's allies until you espy a soldier with an RPG-7 on a walkway above. Nate will automatically reach up to grab the rocket launcher as you pass beneath (📷). Fire this at the gate directly ahead to open an escape route, then ride through it to safety – and the end of the chapter.

#90 ANTIQUE BEDOUIN BRACELET

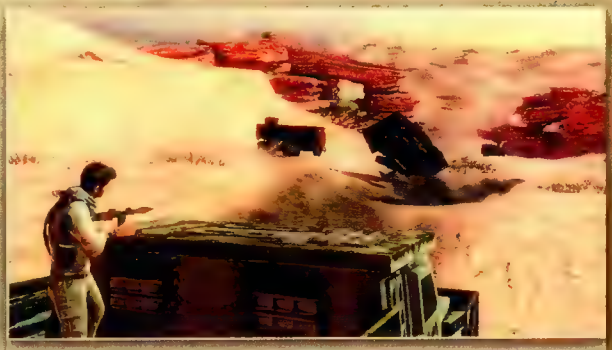


Head to the right of the gate that you need to destroy with an RPG-7 to find this Treasure in the corner of the area.

CHAPTER 20: CARAVAN

I. Once Nate and Salim catch up with the convoy, you must neutralize opponents on each truck before advancing to the next vehicles in line. This gameplay sequence requires purposeful action rather than careful strategy, though the following tips will help you to advance.

- Neutralizing opponents riding motorbikes whenever they appear is an absolute priority (). Don't be too profligate with your ammunition while shooting them: a shortage of bullets can be dangerous in this set-piece battle.
- Unless absolutely necessary, try not to waste ammunition on opponents firing from the trucks. Instead, ride behind or alongside them, then press ⊗ and the appropriate direction on L to leap from the horse onto the nearby vehicle. Pull-down kills from a hanging position can be very effective here. Be sure to collect ammunition when you find it.
- Most vehicles in the convoy drive in pairs of two. If the intervening gap isn't too large, Nate can jump between them.
- Once all hostiles have been eliminated (including any pursuing motorbikes), look for Nate's horse and leap back into the saddle. You can then push L forward to reach the next vehicles.
- While riding, try to use trucks as cover if Nate comes under heavy fire.
- You can unlock the Truck Brawler Trophy by defeating ten opponents with melee combat before the conclusion of this chapter.



II. Further along the convoy, you will encounter a truck with a soldier wielding an RPG-7 stationed at the back. Neutralize him immediately, then jump on board. Use the rockets here to destroy the vehicles with mounted turrets on the road ahead (). When this task has been accomplished, retrieve your M9 and leap back to your horse. You must then destroy three motorcycles, so be ready to fire on them the moment you return to the saddle. When Nate is separated from his horse, wait until his rescuer draws alongside his mount at a later point, then press ⊗ when the indicator appears to jump over to it.

III. Once you reach the lead vehicles, wait until Sully jumps to the crane trailer, then leap on board to save him. You must then confront the Brute (). When the fistfight ends, press ○ to drop from the crane onto Nate's awaiting horse when the prompt appears, then quickly steer away from the rock wall.

Developer Commentary

Alex Liu – Game Designer: *"Creating an authentic horse-riding experience was a very big challenge for our animators and programmers. A whole new set of riding, galloping, and combat animations had to be created and it took many iterations to get everything to look and feel right. The finishing touches, like the dynamically swaying tails and the twitching ears, really brought the horses to life."*

Brian Robison – Animator: *"One of the biggest hurdles was getting the whole experience to just feel right. Good animation is a start, but nailing the controls is essential as well. Creating a convincing feeling of weight for both the animation and stick input was the most difficult aspect to work on."*

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MAJOR BATTLE:

DESERT RUINS

Icon	Meaning
	Nate's starting position
	Recommended cover position
	Turret
	RPG-7
	Enemy movement
1	Objective

IV:

- This is one of the most demanding confrontations in Drake's Deception. You need to approach the challenges that lie ahead in a measured, thorough fashion. The low visibility makes it extremely difficult to see distant foes, even with scopes. When shot at from afar, you'll need to study the trajectory of each salvo of bullets, then estimate your opponent's position to return fire.

- Walk through the gloom until you see two Desert Agents strolling along the sand. Creep over to the truck on the right, then carefully take the lone opponent down with a stealth kill (). This will give you a T-Bolt Sniper, and a head-start in the frantic opening to this battle. Take up position at the rear of the truck, then look for a shotgunner standing behind a metal crate off to the left. Dispatch him with a single headshot to begin the battle.

- Your primary target here is a Brute armed with a PAK-80, so watch carefully for his arrival. Aim to put him down with the sniper rifle as he approaches your position, then turn your attention to a hostile in body armor armed with a rifle. With this accomplished, pick up the PAK-80 dropped by the Brute.

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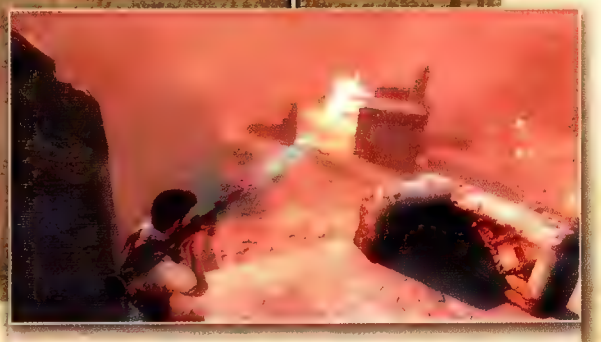
V:

- Push forward to the vehicles, close to the stone arches, and grab the Tau Sniper from the truck on the right, and a G-MAL. Use this to carefully pick off any visible opponents just beyond the arches, then switch back to the PAK-80. Move to the far right of the arches, then pass through and climb the ruined building directly ahead (📷). Kill the enemy who climbs up here, then drop back down and, as before, retrieve the PAK-80.

- Your immediate priority is to quickly kill a sniper and a grenadier to the left of the building. After this, watch and wait for two shotgunners (one armored) who will race to Nate's position. Once these have been dealt with, you can work on dispatching all remaining opponents who can easily be hit from your current location, particularly on the right-hand side of the ruin.

- When ready, climb back onto the ruin and take cover. Grab the RPG-7, then shoot one of the two vehicles with mounted turrets. Pick up Tau Sniper ammo then, ignoring the snipers for now (they're too distant to shoot with ease) drop back down to collect the PAK-80.

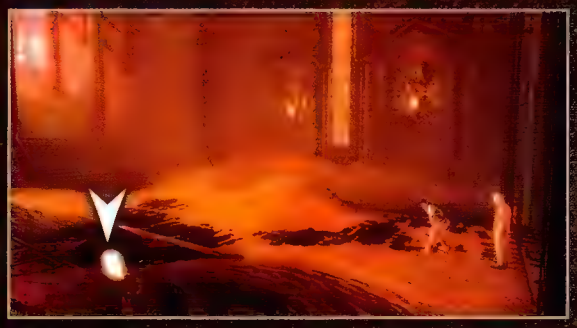


VI:

- You now need to carefully make your way to another building on the left-hand side of the area to find a second RPG-7, using cover positions to avoid incoming fire. When you reach it, climb up, grab the rocket launcher, then blast the second turret vehicle (📷). In the event that you should miss, you can return to the opposite RPG location to pick up another, or destroy the remaining vehicle with two M32-Hammer blasts or three grenades.

- The remaining part of the battle is – if you are cautious and methodical – a simple mopping-up exercise as you clear all remaining opponents.

#91 CARVED SABAEAN FACE

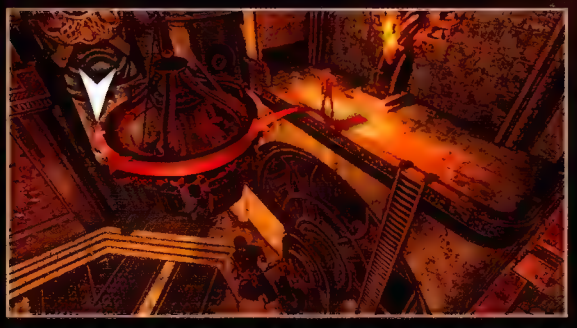


After you pass through the imposing doors, this Treasure is immediately to your left.

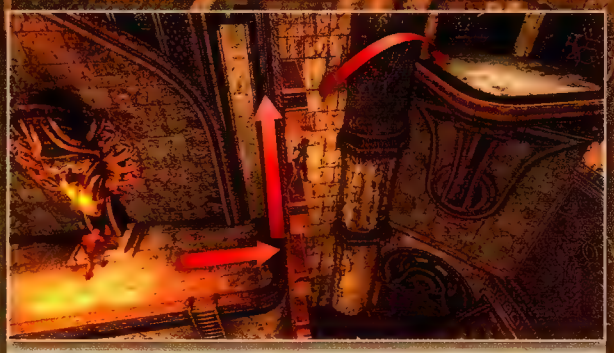
#92 BRONZE SABAEAN BULL SCULPTURE

When you first climb the ladder, look for a platform to the right while you are ascending the lower rungs. Leap over and climb up to retrieve this Treasure.

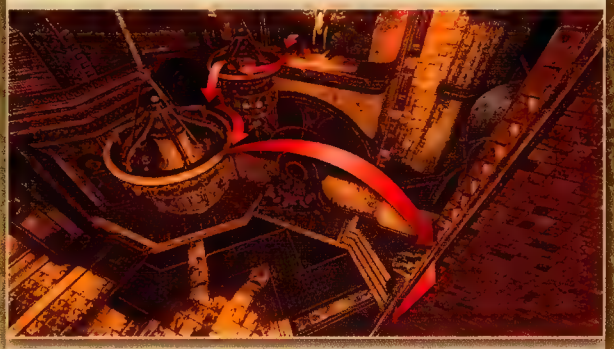
#93 THE ROYAL GAME OF UR



Before you operate the first lever at the top of the ladder, leap over to the nearby chandelier and collect this from the opposite side.

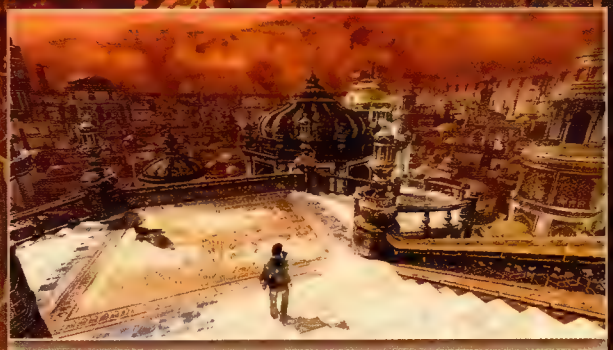


VII. Once all hostiles are down, try to collect the M32-Hammer dropped by an earlier opponent (or, failing that, the T-Bolt Sniper on the truck between the two positions where you used the RPG-7s) and a Tau Sniper before you continue. Squeeze through the gap in the imposing doors, then pick up Treasure #91. Run up the steps and approach the ladder to your right; after taking a quick detour to pick up Treasure #92, climb to the top. Collect Treasure #93, then return and hold △ to move the lever. Once Nate establishes that the door is stuck, Sully will step in to operate the device. Jump onto the moving buckets and, after rising to a sufficient elevation, jump over to the platform to the right (📷).

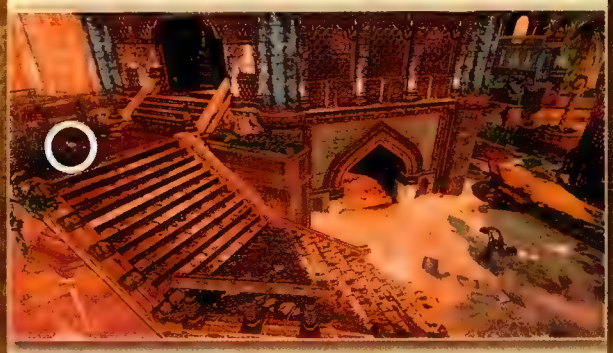


VIII. Jump to the next platform down, then use the protruding bricks on the wall to the left to reach the beam. Walk to the end of it, then leap over to the chandelier; from here, use the next chandelier to reach another mechanism. Operate this with △ to open the giant doors. The drop to ground level is far too great for Nate to survive, so jump back over to the closest chandelier to reach the other just beyond it (📷). Move close to the open door, then spring backwards to reach the "ladder"; you can now safely descend and enter the miraculous City of Brass.

CHAPTER 21: THE ATLANTIS OF THE SANDS



I. Head through the doors, taking a quick diversion to pick up Treasure #94 when the main staircase branches into two paths, then head down the steps on the right (⊞). Collect Treasure #95 when you reach a break in the balustrade to your left. At the bottom, approach the fountain to trigger a momentous cinematic.



II. When the action resumes, take cover behind the barrier to your left. Engage the hostile off to your right first. You will soon notice that something is amiss when headshots have no immediate effect; see the "Fire Spirits" section overleaf for advice on this new opponent. There are initially three to fight in this area. You can find an RPG-7 and a Tau Sniper inside the tower to your right (where the first Djinn to fire on you is stationed), with an M32-Hammer partially concealed in foliage at the top of the stairs that lead out from the far side of this structure (⊞). These are nigh-essential to defeat these foes in a timely manner, unless you brought suitable weapons from the battle outside the city. After they have been defeated, reinforcements will arrive via the elevator. Try to greet these with an explosive barrage, or at very least a simple grenade. If you die in the second part of this battle, note that the grenade and rocket launchers will reappear in their original positions. Once the battle has ended, collect ammunition and pick up Treasure #96 before you enter the elevator. Step on the button at the center to ride it down.

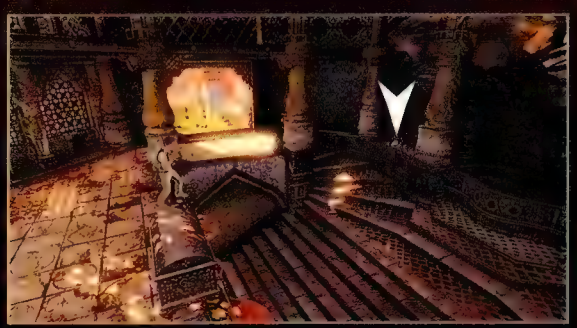
#94 BRONZE MAN OF NASHQUM

After opening the giant doors, this is found at the end of the broken staircase to the left.

#95 SABAEAN ALABASTER STELE

As you head down the right-hand stairs, look for an open window to your left and a broken section of balustrade. The Treasure is in the center of this room.

#96 AKKADIAN STATUE HEAD



Facing the elevator from your start position, this is inside the tower to your right at the top of the staircase.

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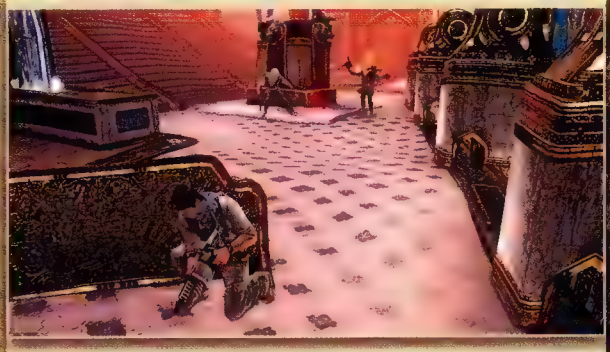
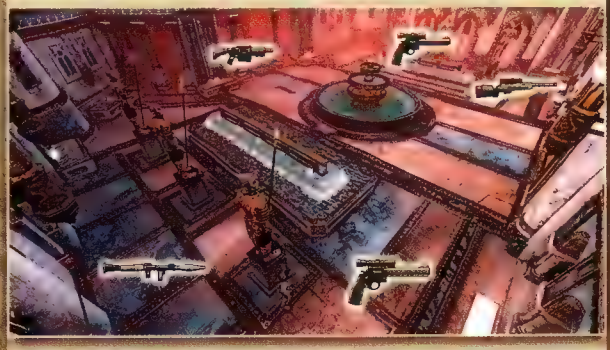
III. This section of gameplay is more an experience than a challenge, so stop reading this entry now if you would prefer to take it in for yourself without prior warning. Chase Talbot through the streets (📷). Once you reach the dead end, walk along the familiar road until a surprising danger appears. Run into the screen to escape. After bursting through the doors, make your way over the rooftop assault course; though certain camera angles are different, turn to page 48 if you need to refresh your memory on specific jumps or directions.



IV. Back at the elevator, collect Treasure #97, then run into the street ahead. Interact with the gate at the end to trigger the arrival of three Djinn. From your starting position, use M32-Hammer rounds (there's one just to the left of the first cover position, as well as a Tau Sniper) to defeat the shotgun-toting aggressor first, then turn your attention to the pair that remains. You can now head through the gate to face two further Fire Spirits. Toss a grenade between them as you enter to weaken both (📷), then focus on a single target at a time using the Tau Sniper.



V. Head up the steps to enter a new area and immediately sprint to the left and take cover behind the pillar in the corner. Grab the Tau Sniper and RPG-7, then target the shotgun-wielding Shade zeroing in on your position. Once he has been dispatched, you can find a T-Bolt Sniper, another Tau Sniper and an M32-Hammer situated on the outer edge of this area (📷). Using the pillars and pool walls as cover, stay in motion as you engage your opponents, never lingering in one area long enough for them to congregate and box you in. When the battle ends, collect weapons – we recommend the G-MAL – then head through the new doorway.

FIRE SPIRITS

These terrifying opponents are unique to the Atlantis of the Sands and are extremely resistant to damage. They can exist in three forms:

- In their **"human" form**, Fire Spirits resemble Desert Agents. The only clue as to their true nature is that direct hits cause sparks to fly from their bodies (instead of blood splatter). Their behavior is otherwise fairly standard: they will use grenades and fire their weapons as you might expect them to. Nate can still engage them in melee battles at this point, though fist-fights are protracted and dangerous.

- In the **"intermediate" form** (identified by a blazing head), Djinn acquire the ability to teleport. They hurl burning grenades that you must dodge (you can't throw them back), and they will teleport elsewhere if you attempt to engage them in melee combat.

- In the **"specter" form**, marked by a distinctive burning torso, Fire Spirits can shoot deadly fireballs. There's a distinct wind-up animation that warns you when this attack is imminent, which will give you time to find cover or roll aside as the projectile is launched. They will foil Nate's attempts to engage them in melee combat with a kick, but there is a fringe benefit to doing so: they will generally teleport elsewhere after landing this blow. Dispatch these Djinn in priority: they're far more dangerous than the other two forms.

Fire Spirits transition to the next "stage" (from "human" to "intermediate", or "intermediate" to "specter") whenever half of their total health has been depleted, but will only ever make one transformation – therefore, a "human" Djinn will never become a "specter" Djinn.

In all forms, Fire Spirits are most vulnerable to explosives, with the M32-Hammer and RPG-7 becoming near-indispensable tools on higher difficulty levels. They also fall quickly to sniper weapons, though their unpredictable movement patterns can make them hard to hit. They have a colossal resistance to the M9 rifle: use anything but that if you can.

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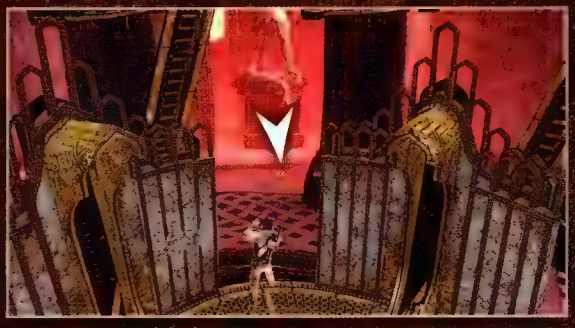
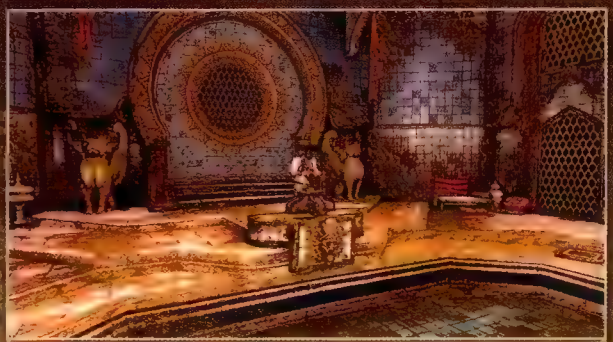
#97 SABAEAN MOON SYMBOL



When Nate regains consciousness after his brief sojourn back in Cartagena, look at the back of the elevator to find this Treasure on the floor.

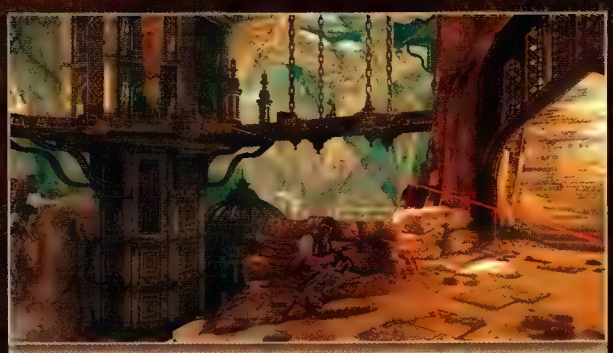


VI. When Nate is locked inside the room, run over to the lever at the far side of the empty pool and press △ to operate it (📷). This begins a short and simple puzzle. If you would like to attempt to solve it for yourself, stop reading *now*. Watch the reflection in the water, and see the ghostly Nate walk to the left side of the pool. Follow him to the inside of the wheel "above" his position and press △ to operate it, then follow him to the opposite side and repeat the process. Run into the center of the pool and press △, then tap the button rapidly when prompted. When Nate comes to his senses, leave via the sole exit and collect Treasure #98 from the corridor. Run down the spiral staircase to reach the final chapter…

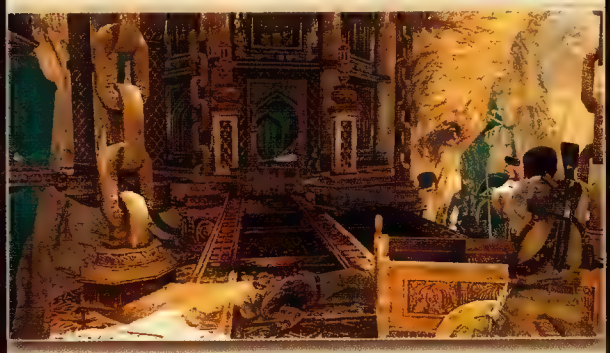
#98 STATUE OF GUDEA

When Nate regains full control of his faculties, this Treasure is hidden just out of sight behind the second statue on the left-hand side of the corridor when you leave the pool room.

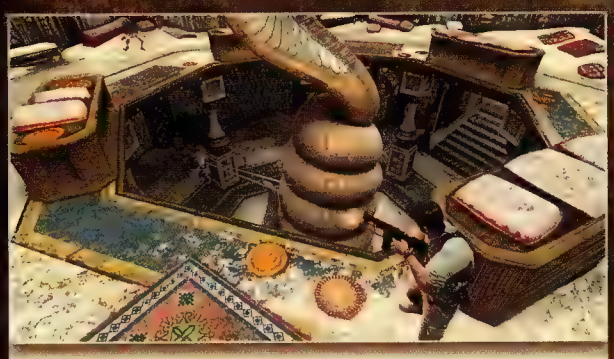
CHAPTER 22:
THE DREAMERS OF THE DAY



I. After the brief cutscene at the bottom of the spiral staircase, collect Treasure #99 and leave via the steps to reach a subsiding walkway; watch for a gap in the path shortly afterwards. After jumping this hazard, take cover behind the stone wall to your left to seek refuge from the marksmen on the bridges above your position (📷). Watch for assailants who arrive from the stairs as a priority (including an armored shotgunner) while you deal with the snipers. Kill the Desert Agent above the steps, then make your way to the top.



II. Another wave of opponents will attack as you ascend the steps, arriving from the bridge to your left. Kill the more enthusiastic Agents, then take up position on the far side of the walkway and dispatch their more reserved allies from a safe distance (📷). Collect ammunition or change weapons as required, then run towards the tower on the left, taking cover briefly when two additional Desert Agents attack. Walk inside to trigger a cinematic.



III. Run into the room directly ahead after the cutscene ends and press △ to operate the device at the center of the room. When you reach the lower level, follow the path to the opposite side of the pool; collect Treasure #100 before you head up the steps. At the door, operate one of the two mechanisms on either side to open it. Snipe from above to kill any enemies that await below (📷), then drop down and deal with the fast-moving shotgunner. Neutralize the snipers, then proceed along the corridor.

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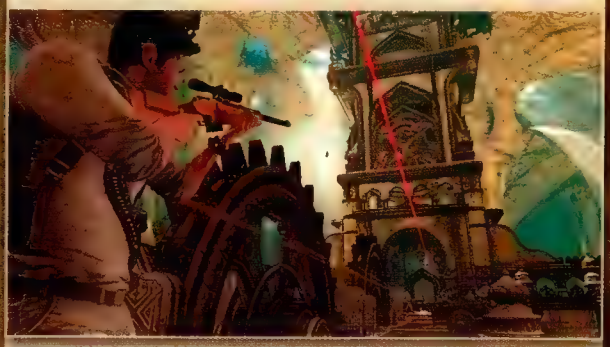
IV. Head down the stairs, then take cover as soon as you run outside (). Target the grenadier to your left first (you won't survive long unless you eliminate him quickly), then dispatch the armored shotgunner and his two Desert Agent allies. Once you have dealt with this force, approach the arches. Additional assailants will enter the room, with a sniper arriving on the walkway left of the pool, and two opponents (one sniper, and one wielding an RPG-7) appearing on the wall outside. Dispatch these carefully, then watch out for the arrival of additional assailants from a set of stairs further ahead, initially concealed by the natural rock formation that surrounds them as you approach. After cautiously entering the area above (ready your weapon for a shotgunner and his ally behind him as you round the corner), watch the short cutscene, then open the gate by interacting with one of the mechanisms on either side of it.



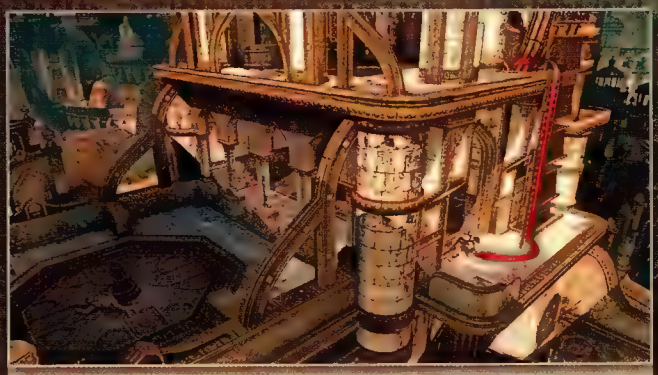
V. Run over the bridge to trigger a cinematic. When play resumes, dispatch the sniper with a melee takedown and grab his rifle; immediately use this to kill the opponent with an RPG-7 on the tower directly ahead (). You can then concentrate on opponents on your level. Push forward towards the end of the bridge after the first wave, triggering the arrival of further opponents, and be wary of Desert Agents flanking you from the other side. Be patient: after a tough opening, this battle is only difficult if you rush.

#99 GOLD CUP FROM UR

Found beneath the spiral staircase at the very start of the chapter.

#100 GOLDEN HITTITE GODDESS

The very last Treasure in Uncharted 3 and, if you have diligently collected all of them up to this point, a moment to pause for celebration. It is found in front of a closed doorway to the right of the steps when you reach the far side of the pool far below.



VI. Enter the elevator chamber at the end of the bridge and operate the mechanism to ascend. Be ready to fire on the small group of opponents who await your arrival. Head out onto the balcony to the right of your starting position, then climb the ladder.

VII. Use the ledges directly ahead and then traverse around to the left to reach the far side of the structure; ascend to the next floor up (). This approach makes it easier to ambush the Desert Agents above and avoid the attentions of an RPG-7 trooper on a bridge. Kill the nearby opponents first. Climb the two ladders, staying watchful for any Desert Agents who remain, then head up the steps at the top.

VIII. After the cinematic ends, Nate must escape by jumping onto crumbling platforms as the city is sucked into the sands (). There is no need for step-by-step guidance here, as the sequence is rather short and generously punctuated by checkpoints. Precision is more important than speed, so align Nate carefully for each jump.

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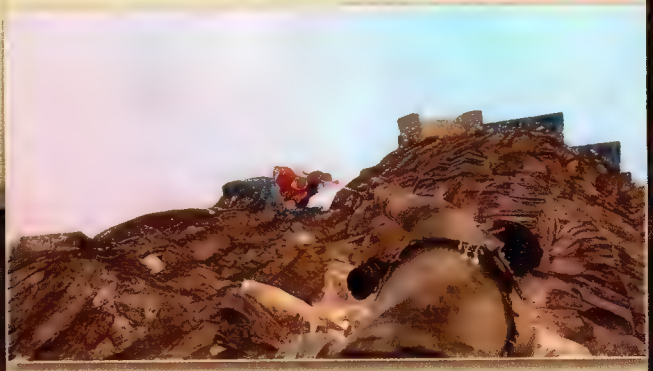
Developer Commentary

Eric Schatz – Game Designer: *"Creating boss fights for Uncharted is tricky because we want the confrontations to be grounded and character-driven. We could have done a gunfight, but a one-on-one fight either requires that the boss be a bullet sponge or that we bring in a bunch of soldiers to stretch the fight out, which takes focus away from the boss character. Putting Talbot in a vehicle like an armored truck might have worked, but it didn't fit into the setting of a collapsing city, and once again, it would have hidden him away instead of making Talbot center to the confrontation. Over the course of the game, we built Talbot to be very much like Drake: he's handsome, intelligent, athletic, and an expert combatant, and it felt right to have these two near-equals to be directly at each other's throats. It's fairly simple – no tricks, no glowing weak points, or new game mechanics. The Talbot sequence just uses the three major pillars of Uncharted's gameplay: melee, traversal, and gun combat."*

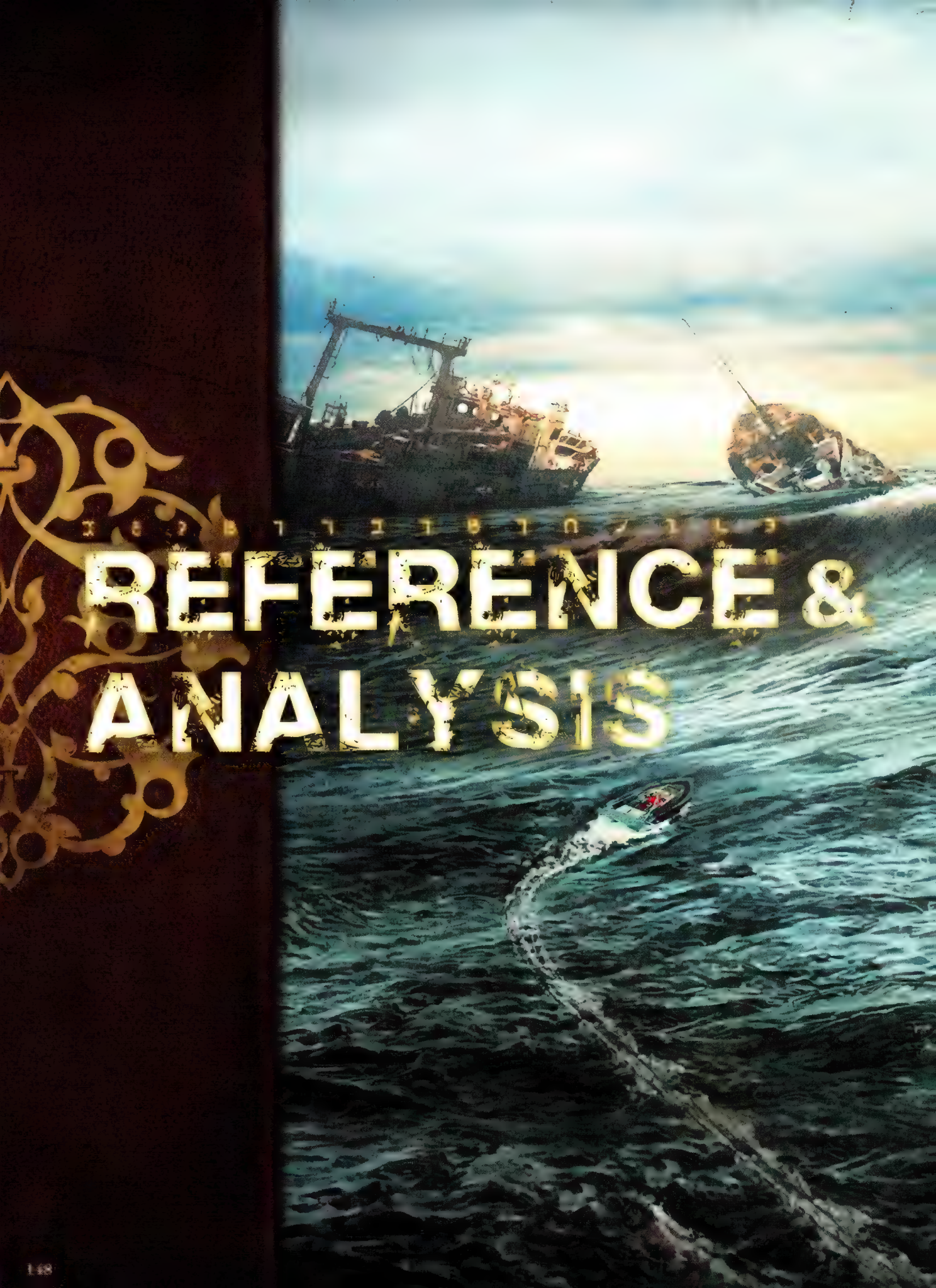
IX. As befits a climatic showdown, the fight with Talbot is the most demanding melee battle you will have fought. The key to winning it is to react to onscreen prompts quickly (📷). Every time you successfully perform a counter with △ or escape a grab with ○, follow up with a blow or two (even a full combo) while Nate's opponent is off-balance. You should also ensure that you stay as close to the center of the platform as possible to avoid mishaps near the edge.



X. After the final part of the fight, Nate falls from the platform. Climb the ledges to your left rapidly, then draw your pistol and aim at Sully and Talbot as they struggle above. Quickly line up a clear shot (time is of the essence here), then open fire; it takes one headshot (or several shots to the chest) to send Talbot plummeting from the edge (📷). Jump over to Sully when he reaches down, then quickly run and leap to solid ground to reach the closing cinematics.

Though you may have seen the story to its conclusion, rest assured that the Uncharted 3: Drake's Deception single-player game has much, *much* more left to offer. The Hard and Crushing difficulty levels ramp up the difficulty of combat encounters immensely, but in genuinely fun way; the greater need for smart tactics and precision marksmanship makes each battle feel fresh, a new and addictive challenge. You can find tips for higher difficulty settings (plus alternative strategies for major battles) in the Walkthrough Addendum on page 236. You can begin the process of unlocking Trophies (see page 166), and mop up any missing Treasures (see page 164).

Finally, if you have yet to sample its delights, we **strongly** advise that you partake in Uncharted 3's superb multiplayer mode: it's a singular joy. Turn to page 170 to learn about what you've been missing out on during your search for the Atlantis of the Sands…



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For those who wish to understand a little more about the mechanics that underpin the Uncharted 3 experience, this chapter features stats, graphs and tips that will help you to better understand your opponents, and the weapons you use to defeat them. We also include a complete overview of all moves used by Nate in the adventure, a Treasure checklist, and a complete guide to unlocking every Trophy.

***SPOILER WARNING!** While we are careful to avoid mention of story developments, this chapter features information on all opponents, weapons and combat situations encountered during the game.*

MOVES OVERVIEW

The following tables detail all core moves and techniques employed by Nate in Uncharted 3.

Basic Moves

Move	Command	Notes
Walk/Run	L	Tilt L in the required direction.
Adjust Camera	R	Use R to look around.
Jump	⊗	While stationary or moving, use in conjunction with L to direct each jump.
Roll	L + ◎	Press ◎ while running to roll. This can be employed to make rapid escapes from imminent explosions, or to prevent snipers (revealed by their laser target designators) from firing at Nate. If you roll over a ledge, Nate will automatically turn to grab the surface.
Take/Leave Cover	◎	Press ◎ and the appropriate direction on L near a suitable barrier to take cover. Tap the button again (or press L away from the surface) to resume free movement.
Transfer Between Cover Positions	L + ◎ (while in cover)	Tilt L towards an adjacent cover position, then tap ◎ to swiftly transition between cover elements.
Vault Over Cover	L + ⊗ (while in cover)	Used to vault over low cover elements. Useful when you need to escape quickly, or make a purposeful sprint to a position directly ahead during combat.
Use/Interact	△	Some interactions may require that you tap the button rapidly or hold it down. Refer to the onscreen prompt for directions.
Journal	SELECT	Opens Drake's journal or brings out the Cipher Disk while solving puzzles.
Pause/Menu	START	Visit the pause menu.
Look/Hint	✣	Hold the button to look around; Nate will face the direction specified with R. Hold to view points of interest or clues when the ✣ icon appears onscreen
Swim	L	Tilt L in the required direction.
Dive	◎	Hold ◎ to dive. While moving, this allows you to glide just below the surface. Nate will submerge long enough to move under an obstruction, begin an underwater swim, or briefly escape enemy attention. From a stationary position, Nate dives to a greater depth; this is sometimes employed to collect Treasures.
Climb Out Of Water	⊗	Tilt L and press ⊗ to grab a ledge or surface within reach to climb out.

Climbing

Move	Command	Notes
Start Climbing	L + ⊗	Tilt L in the required direction and tap ⊗ to initiate a climb, or vault a low obstruction.
Climb	L	Tilt L in the required direction to move along or between surfaces in close proximity.
Switch Sides	⊗	Tap ⊗ to vault from one side of a surface to another – for example, to jump through an open window, or to transition to the opposite face of a sign.
Ledge Jump	L + ⊗	Tilt L in the required direction and press ⊗. Nate will extend a hand to indicate when a jump between ledges can be performed safely.
Ledge Drop	◎	Press ◎ to drop from a ledge. Hold the button to instruct Nate to not grab other ledges as he descends.
Beam Shimmy	L	While hanging from beam, pole or horizontal rope, use L to shimmy along it.
Pole Swing	L	Alternate directions to increase Nate's momentum; tap ⊗ to jump as his legs move towards the next surface or climbing element.
Rope/Chain Swing	L	Move the stick left and right (on wall-mounted ropes or chains) or forward and backward (on ropes suspended from the ceiling) to increase Nate's momentum. Tap ⊗ to jump as he approaches the next point in his climb. To ascend or descend a rope, allow Nate to slow to a halt, then press L up or down. Tilt L sideways while hanging from a rope or chain to change your swinging direction.
Pull up	⊗	While hanging from a ledge with a suitable surface above it, press ⊗ to make Nate pull himself up.

Combat

Move	Command	Notes
Stealth Attack	□	Must be performed while Nate is directly behind an opponent. These can also be performed during open combat if you catch an opponent off-guard, but they do not count as a "stealth" kill.
Pull Down/Melee From Cover/Push	□ (while hanging or in cover)	**Pull down:** While hanging from a ledge, press the button to reach up and throw an opponent positioned directly above to their doom. **Melee from cover:** While locked to cover, tap the button to perform an instant-kill attack on an enemy within range – either on the opposite or adjacent side of a cover element, or approaching Nate's position. **Push:** If an opponent is standing next to a ledge, press the button to push them over.
Pull Down Counter	△	If an enemy initially foils Nate's attempt to perform a pull down, quickly press △ when the prompt appears to successfully complete the kill. If you fail, Nate will be pushed from the ledge.
Melee Attack	□	Press repeatedly to perform combo attacks.
Dodge & Counterattack	△	When the visual cue appears, press △ to evade a melee attack and launch an immediate counter; you can then resume your assault with □.

Combat (Continued)

Move	Command	Notes
Grab & Throw	◎ + L	Used to grab an enemy and immediately throw him in the specified direction (for example off a ledge).
Break Grapple	◎ (tap repeatedly)	During a grapple, tap ◎ repeatedly when the prompt appears to break free before an enemy can deal damage.
Aim	L1 + R	Hold L1 to aim, release to exit.
Strafe	L1 + L	Move while aiming down sight. Movement speed is significantly reduced.
Fire Weapon	R1	Can be used while aiming, or without L1 to blindfire. While climbing or swimming, Nate can only use his sidearm.
Throw Grenade	L2	Use in conjunction with L1 to throw a grenade in the direction of the crosshairs; tap the button alone to "blind throw" in a direction determined by the current camera position. Nate can also throw grenades from a hanging position, but only if you aim with L1.
Arc Grenade	Hold L2 (and release to throw)	Displays potential trajectory of grenade; provides a "lofted" arc that can be useful in certain situations. Release button to throw.
Throw Back Grenade	△ (when prompt appears)	When the prompt appears, press △ while the marker is the white zone. Allows you to throw back grenades if timed correctly. The return throw is aimed in the direction that the camera is facing.
Zoom	L1 + R3	Zooms in while aiming long guns (by holding L1); activates scope for certain weapons (such as sniper rifles).
Switch Weapon	✚ or L1 + △	Used to switch between Nate's pistol (✚) and long gun (✚). While aiming with L1, tap △ to toggle between weapons.
Pick Up Weapon/Ammo	△	Can also be executed while rolling, which enables you to avoid the slight delay as Nate stoops to pick the item up.
Reload	R2	Can be executed while rolling.
Using Propane Tanks	△ to pick up, L2 to aim and throw, R1 to shoot	Press △ to pick up or drop propane tanks. While carrying a propane tank, hold L2 to aim, then release the button to throw in the specified direction; tap R1 to automatically shoot and detonate the canister while airborne.
Switch Shoulders	L3	Toggles camera between left and right shoulders while aiming with L1

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ENEMIES

Broadly speaking, there are eight principle enemy archetypes in Uncharted 3. Though their appearance varies throughout the story, as Nate encounters different factions, it pays to recognize the following core "personalities" when they appear, and to adapt your strategies accordingly.

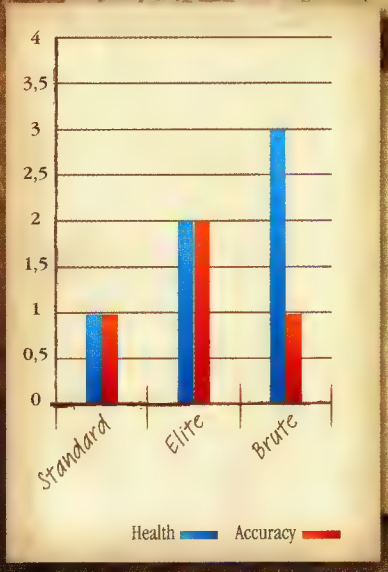
- **Standard** enemies are rank-and-file assailants who generally carry pistols, though some may on occasion possess long guns.
- **Elite** enemies carry pistols or long guns, wait shorter intervals between firing, have a small accuracy boost of approximately 10%, and are tougher to beat in melee battles – they will block and counter more frequently. They are also hardier than standard opponents. The Elite Shotgunner is a variant that will usually run towards Nate's position in an attempt to inflict ruinous damage with a Sawed-Off Shotgun or SAS-12.
- **Snipers** and **Explosive Ordnance** specialists have the same endurance levels as the Elite archetype, but possess a greater degree of weapon accuracy in addition to their powerful weaponry. They tend to engage Nate from fixed locations, and will generally not hunt for him if he disappears from view.
- The towering **Brutes** favor melee combat over gunplay, and will rarely bring their weapon to bear even if they carry one. They have extremely high endurance, and can disarm Nate if he has a pistol or long gun drawn when they engage him up close.
- **Shielded** enemies carry Riot Shields and a pistol of some description. Their ponderous movement speed makes them extremely vulnerable to grenades and, for especially adept players, daring melee assaults.
- **Armored Opponents** wear protective suits and helmets that absorb damage but limit their potential movement speed. Each section of their garb has its own separate health gauge, and will vastly reduce the injuries sustained by each body part until destroyed or dislodged. They most commonly carry shotguns, though they may on occasion be found with an assault rifle.
- The rare **Armored Brutes** carry the mighty PAK-80 and, in the absence of extremely powerful munitions, must be engaged in cat-and-mouse battles as you gradually wear them down.

Developer Commentary

Benson Russell – Game Designer: *"The Brute has an interesting history behind him. The genesis of this character is the big, bald fist-fighting dude who is a staple of the pulp adventure genre. We've been trying to work out how to get the Brute class into one of our games since Uncharted: Drake's Fortune. In the sequence where Sullivan gets shot close to the U-Boat, when you run away with no weapons, you'll notice one very big guy you have to get around. This was our first attempt, but due to time and technical issues we weren't able to get him working properly (which is why he's nowhere else in the game).*

In Uncharted 2: Among Thieves, our second attempt at a Brute-like character resulted in the gigantic heavy-armored minigun-wielding enemies – not quite the Brute we were going for, but still a fun opponent to fight against.

Since we knew that we wanted to expand the melee system in Uncharted 3, the Brute was a must-have. Creating dynamic attacks and grab sequences that keep the player on their toes was key to crafting a cinematic fight experience. With hundreds of unique animations, it took a ton of artistic and coding magic to bring the big guy to life, but when you see one hit the ground after a bruised Drake delivers a finishing blow, it's clear the Brute was worth the effort."



HIRED THUGS

These opponents appear during the early chapters of the game – Another Round (unarmed), The Chateau and Stay in the Light. Most of them are the Standard variety; those with a long gun are Elite.

Enemy Type	Potential Weapons
Standard	.45 Defender, Arm Micro
Elite	AK-47, Sawed-Off Shotgun
Brute	Sawed-Off Shotgun

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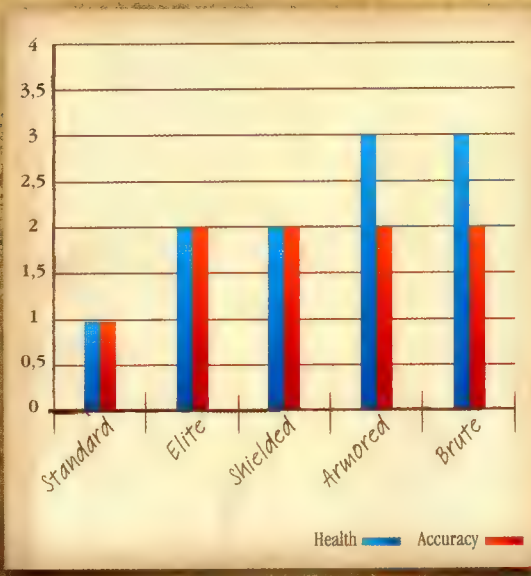
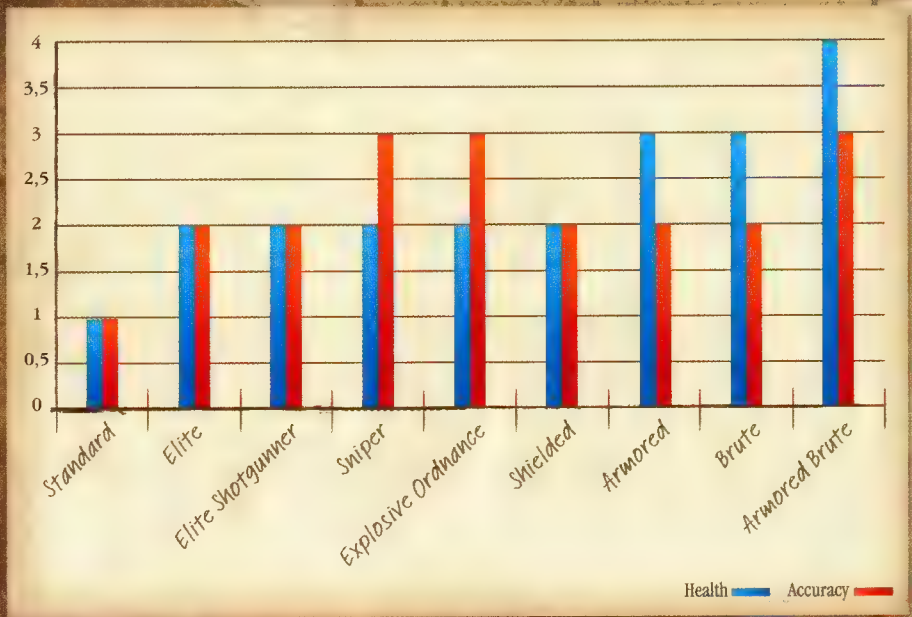


MARLOWE'S AGENTS

Marlowe's Agents are encountered in Run to Ground, London Underground, The Chateau, The Citadel, The Middle Way and As Above, So Below.

Enemy Type	Potential Weapons
Standard	.45 Defender, Para 9, KAL 7, AK-47
Elite	Para 9, Arm Micro, Raffica Pistol, Mag 5, AK-47, G-MAL, Sawed-Off Shotgun, RPG-7
Shielded	Arm Micro
Armored	Sawed-Off Shotgun, SAS-12
Brute	Para 9

Modern-Day Pirates↑



MODERN-DAY PIRATES

Pirates appear in Abducted, Rough Seas, Cruisin' for a Bruisin' and Sink or Swim. The standard archetype is easily distinguished: they wear simple T-shirts.

Enemy Type	Potential Weapons
Standard	Para 9, Raffica Pistol
Elite	KAL 7
Elite Shotgunner	Pistole, Sawed-Off Shotgun
Sniper	Tau Sniper, Dragon Sniper
Explosive Ordnance	RPG-7, M32-Hammer
Shielded	Raffica Pistol
Armored	Sawed-Off Shotgun
Brute	None
Armored Brute	PAK-80

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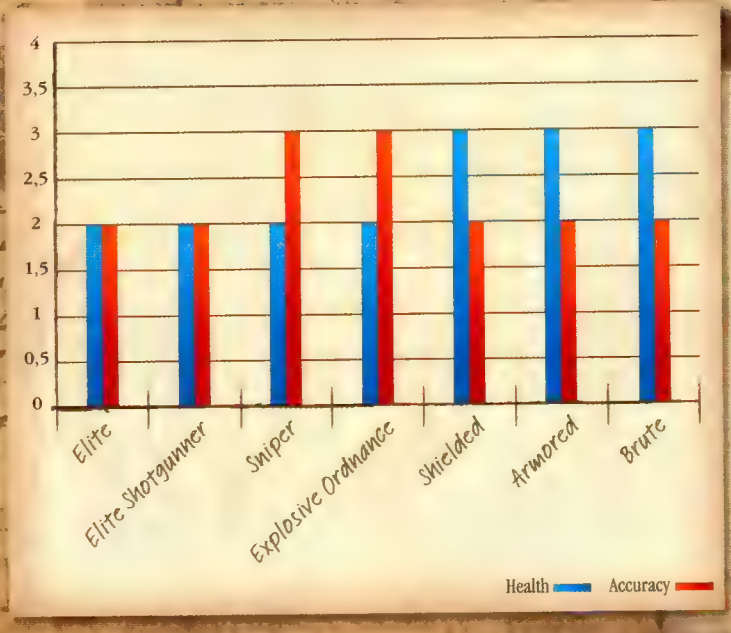


DESERT AGENTS

Desert agents are encountered in One Shot at This, Stowaway, The Settlement, Caravan, The Atlantis of the Sands and The Dreamers of the Day.

Enemy Type	Potential Weapons
Elite	Para 9, Arm Micro, Raffica Pistol, KAL 7, G-MAL, M9
Elite Shotgunner	Pistole, SAS-12
Sniper	Mag 5, Tau Sniper, T-Bolt Sniper
Explosive Ordnance	M32-Hammer, RPG-7
Shielded	Para 9, Arm Micro, Raffica Pistol, Pistole
Armored	M9, SAS-12
Brute	Para 9, PAK-80

WEAPONS

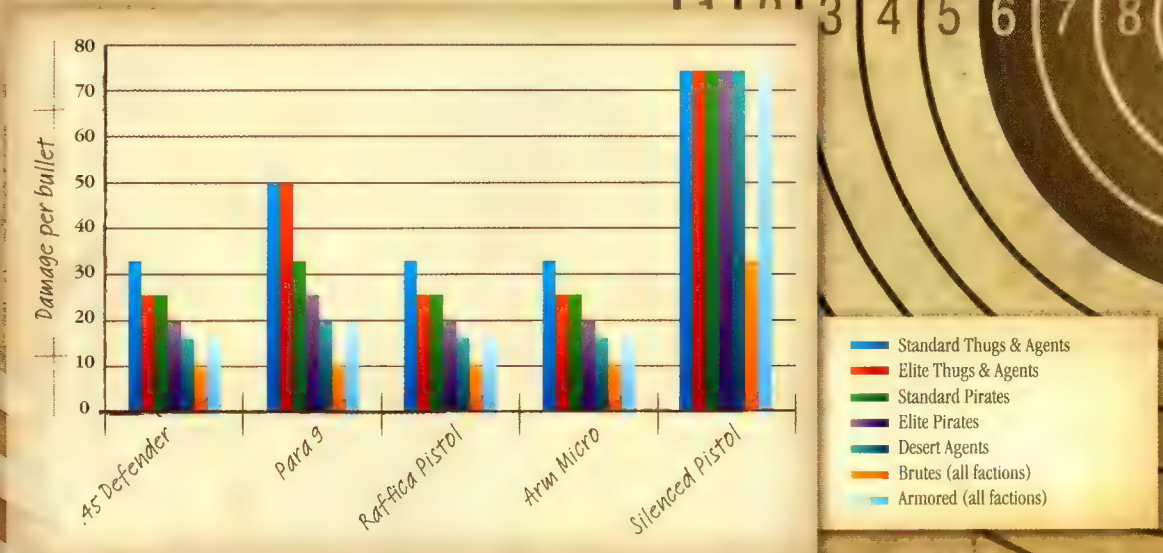
In this section, we analyze the relative strengths and weaknesses of the weapons at Nate's disposal, presenting stats on the degree of damage they inflict on each specific enemy archetype.

PISTOLS

Standard Pistols

These pistols are staple sidearms, reliable workhorses that (Silenced Pistol aside) tend to be in plentiful supply in the chapters where they appear.

Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	.45 Defender	64	8	◆ A basic, entry-level pistol that only appears in early story chapters. ◆ Its small clip size is a distinct drawback. Try to trade it for a better sidearm as soon as you can.
	Para 9	64	15	◆ Supersedes the .45 Defender once it appears. ◆ Ammunition is generally plentiful. ◆ Its comparatively high damage, respectable clip size and low recoil make it best suited to torso shots. Headshots are a little fiddly.
	Raffica Pistol	120	15	◆ Fires in bursts of three bullets per trigger pull. It's essentially a G-MAL in pistol form. ◆ With a little deft flick of Ⓡ, you can exploit the burst fire feature to "paint" a short line of shots along a horizontal or vertical plane, which – with a little practice – makes it a superb headshot weapon. Only one bullet needs to hit an unprotected head to score a kill.
	Arm Micro	125	25	◆ Fully automatic machine pistol. ◆ Its functionality is similar to standard assault rifles and, as a consequence, it kicks like a mule if you hold the trigger down. Fire it in short, controlled bursts unless using it at point-blank range. ◆ A highly effective blindfire weapon, and a superior choice for run 'n' gun strategies than the Raffica Pistol.
	Silenced Pistol	32	8	◆ A rare weapon, used only for a portion of Nate's stay in London and the One Shot at This chapter. ◆ To avoid detection, opponents must be killed with a single shot to the head. ◆ In One Shot at This only, oblivious opponents killed with the Silenced Pistol count as stealth kills – which leads to bonus equipment drops. These stop once enemies become aware of Nate's presence.



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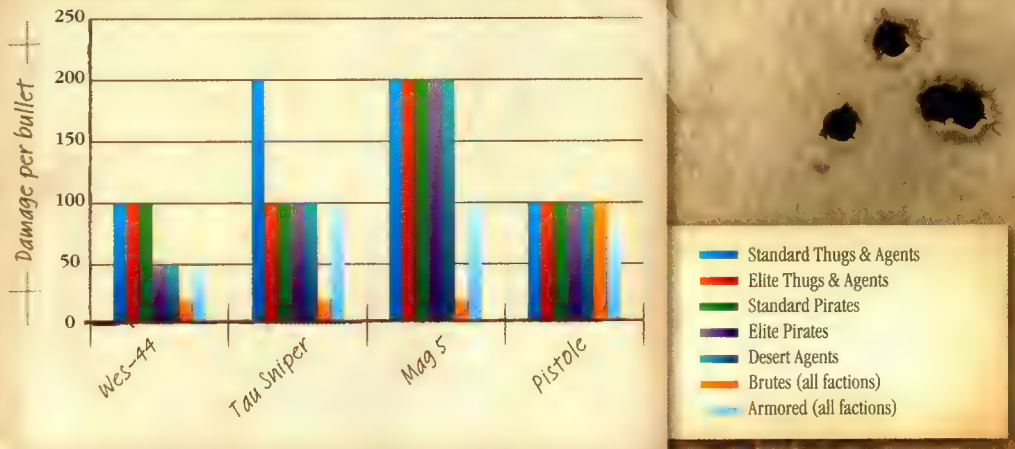
Specialist Pistols

The decision to carry one of these powerful sidearms must always be weighed against the relative scarcity of ammunition.

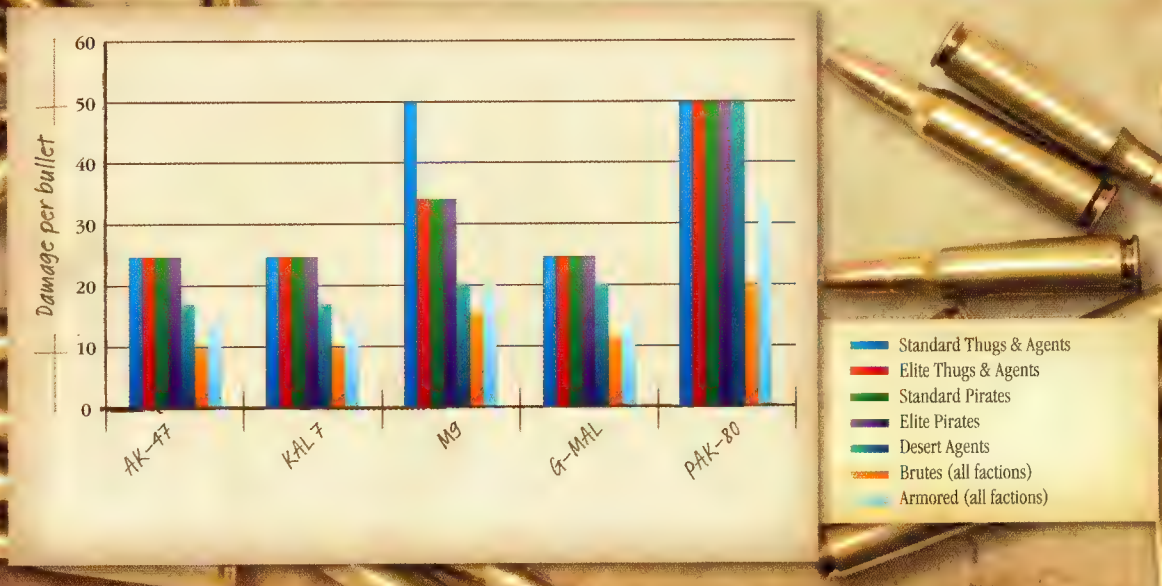
Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	Wes-44	12	6	♦ An Uncharted favorite, but one that makes the briefest of cameo appearances in the Chateau chapter. ♦ Functionally similar to the Mag 5, though less powerful. It also has a slightly slower rate of fire and reload speed. It's still a guaranteed one-shot kill against weaker enemies, though.
	Tau Sniper	12	6	♦ A sniper rifle in pistol form, this weapon has a scope for accurate mid-range marksmanship. ♦ Will neutralize most unarmored enemies in no more than two shots. A headshot is lethal even against armored foes. ♦ Ammo can be somewhat rare, so it's often wise to use this boon when you find it, then retrieve your previous sidearm. ♦ Extremely limited in close-range engagements. Either switch to your long gun, or line up one blindfire shot before finishing an opponent with a melee attack.
	Mag 5	14	7	♦ Uncommon for a reason: this hand cannon can dispatch most enemy types with a single bullet (even the armored ones when hit in the head). ♦ Most frequently encountered as a reward for stealth kills, and as a bonus for accurate marksmanship in the London Underground chapter. ♦ For a weapon packing so much brute force, the irony is that it's anything but forceful when leveled against Brutes. Don't waste valuable ammunition against these opponents.
	Pistole	12	2	♦ A shotgun in pistol form and, at point-blank range, essentially as effective as its larger cousins. ♦ Great against Brutes and, over short distances, armored opponents.



Assault Rifles

Though not the most powerful long guns, assault rifles are always in plentiful supply. Where sniper rifles, shotguns and explosive ordnance might potentially leave you subject to short-range ruin, long-range impotence and the devastating dead-man's click respectively, these weapons are generally suited to all situations.

Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	AK-47	150	30	♦ The KAL 7 debuts in London Underground, while the very similar AK-47 is the principle long gun in France. These aren't prestige weapons: they're workhorses, reliable yet unspectacular. ♦ Both firearms are virtually identical in terms of the damage they inflict. ♦ Though overshadowed by the G-MAL and (to a lesser extent) M9 over longer distances, don't underestimate their capacity to puncture a cranium from surprisingly long range. Align the crosshairs carefully, brush the trigger for a single bullet, and they can demonstrate greater versatility than you might expect.
	KAL 7	150	30	
	M9	160	32	♦ After its brief appearance in London Underground as a bonus weapon of sorts, the M9 only becomes a regular fixture when you reach The Settlement. ♦ Generally the best rifle in terms of stopping power, though you should use controlled bursts to compensate for recoil.
	G-MAL	150	30	♦ Fires bursts of three bullets per trigger pull. ♦ With its precision "sniper mode", the G-MAL is designed for headshots over medium distances. If you are using it to puncture torsos or limbs on a regular basis, you're really not making the most of it. ♦ The art of "painting" a short line of bullets with a slight flick of Ⓡ (a trick that also applies to the Raffica Pistol, its sidearm equivalent) can make it much easier to achieve headshots.
	PAK-80	200	50	♦ A rare weapon, but one worthy of your time when it is found. Its damage-dealing potential is identical to a fixed turret. ♦ As it is preposterously heavy, Nate's grasp on this weapon is a little tenuous. Anything that may cause him to lose his balance (such as a nearby explosion) will make him drop it. ♦ Though its rate of fire savages close-range opponents in a heartbeat, the PAK-80 can operate as a "rail gun" of sorts over short to medium distances. Unarmored enemies will fall to a mere two of the briefest trigger presses, enabling you to conserve ammunition for longer durations.



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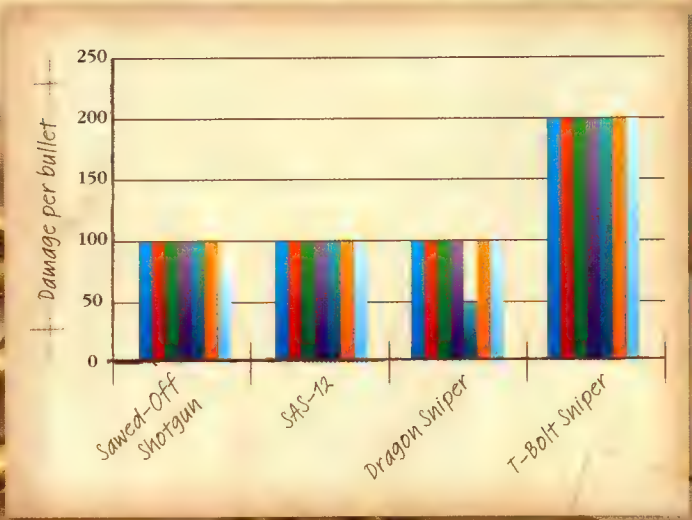
Shotguns & Sniper Rifles

These more specialist long guns are most useful when you need to ward against close-range enemy encroachment, or dispatch distant foes with greater ease. When fired in Uncharted 3, shotguns shoot approximately twenty unique (yet invisible) projectiles. The more of these that hit a target, the greater the damage inflicted. Naturally, the two factors that govern the injury an assailant sustains are aiming accuracy and distance: the further away you are, the fewer individual projectiles will hit. The graph on this page relates the *maximum* damage potential at close to point-blank range. Depending on Nate's position and the quality of your marksmanship, your murderous mileage may vary.

Icon	Weapon	Max Ammo	Clip Size	Analysis/Tips
	Sawed-Off Shotgun	12	2	◆ At close to point-blank range, unleashing both barrels of this shotgun will put all but Nate's strongest opponents on their backs. This isn't always necessary against weaker adversaries. If you can acquire the knack of differentiating between Standard and Elite enemy archetypes, you can conserve vital ammunition. ◆ Supplanted by the SAS-12, a weapon superior in all but one respect: the Sawed-Off Shotgun's rate of fire is astonishingly fast. If you have a split-second to weaken an incoming Brute before he disarms Nate, this is the better shotgun.
	SAS-12	16	8	◆ With a cartridge capacity of eight, this shotgun enables you to bound around like a lion, where the Sawed-Off Shotgun and Pistole are more suited to darting, jackal-style attacks in and out of cover. ◆ When all cartridges have been expended, the SAS-12 has the most protracted reload time of all the weapons. You can interrupt the process at any moment by firing or aiming. We find it efficient to perform short partial reloads after ducking behind cover, or while covering the intervening ground between a former antagonist and the next adversary in line.
	Dragon Sniper	10	5	◆ As with the Tau Sniper, two body shots are required to eliminate most unarmored opponents. ◆ Though less powerful than the T-Bolt Sniper, this rifle boasts a far superior rate of fire.
	T-Bolt Sniper	10	5	◆ The most powerful non-explosive weapon in Uncharted 3. It offers one-shot kills against all unarmored enemies with the exception of Brutes. Headshots are instant kills even against armored opponents. ◆ Though devastating in blindfire situations with a degree of practice, the T-Bolt Sniper is clearly best suited to long-distance engagements. ◆ Only encountered in later chapters.



Explosive Weapons

When Nate faces seemingly insurmountable odds, explosive weapons are a great way to even things up. Every explosion in Uncharted 3 generates several "radius checks" that govern the degree of injury (or, at the very least, inconvenience) inflicted on opponents within its boundaries. At the center lies an automatic kill zone that eliminates weaker enemies irrespective of their innate hit points or the damage potential of the weapon in question. Beyond this, the damage decreases (with most enemy variants knocked from their feet if not ushered from this mortal coil) until it simply causes adversaries to reactively cower, flinch, or momentarily stumble.

Note that the values in the accompanying tables apply to enemies only. For Nate, the effects are far less pronounced.

Icon	Weapon	Max Ammo	Damage (Strong/Weak)	Analysis/Tips
	Mk-NDI	4	75/34	♦ Even if it doesn't kill an opponent directly, the Mk-NDI will damage or at least incapacitate opponents caught within its blast radius. ♦ Grenades can facilitate escapes from dangerous situations. If you tap L2 while rolling, Nate can leave a primed grenade in his wake – a parting gift that will either deter or destroy pursuing foes. ♦ In Uncharted 3, every grenade is a potential means to dispatch or disable opponents, not merely those carried by Nate. Watch and listen for cues that indicate that an enemy is poised to throw a grenade, and a single bullet will be sufficient to cause that opponent to drop the primed explosive to the ground. A second follow-up shot should prevent any attempt to escape the imminent explosion. ♦ Grenades that land at Nate's feet aren't a threat: they're an *opportunity*. Master the art of pre-aligning the camera for a throwback in advance, and you can regularly achieve near-effortless kills or seriously disrupt enemy tactics.
	M32-Hammer	12	75/25	♦ Each grenade fired explodes instantly on making direct contact with a solid target or surface, but will otherwise briefly bounce and fizz ominously before detonating. The latter effect can be useful if you time it to coincide with the arrival of hostiles in a specific position. ♦ You can conserve ammunition by switching to your pistol to finish off opponents weakened by a single shot. ♦ The M32-Hammer has a clip size of four grenades and takes a while to reload. If you empty its barrel in the middle of a tense battle, consider switching to your sidearm (or even pick up another long gun) until you see an opportunity to reload. ♦ Unless you have a specific target in mind, the M32-Hammer is a weapon that you should use and then discard in each locale where it appears. Its low ammo capacity means that carrying it into unknown territory is somewhat inadvisable.
	RPG-7	3	75/34	♦ Only encountered in later chapters, the RPG-7 offers almost guaranteed kills if enemies are engulfed at the heart of the blast.
	Propane tank	-	75/34	♦ Many combat areas feature propane or acetylene tanks. These can be shot to engulf nearby targets. Propane tanks explode instantly with a bullet impact; acetylene tanks explode after a short delay unless detonated by another close-range explosion. ♦ Propane tanks can also be picked up and thrown like grenades. Tap R1 to shoot the tank as it reaches your target.
	Acetylene tank	-	75/34	

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Special Weapons

Last, but by no means least, these special weapons can confer a valuable temporary advantage whenever they are encountered.

Icon	Weapon	Analysis/Tips
	Riot Shield	◆ Each equipped Riot Shield has a hit point gauge, with damage expressed through visible buckling. Once this has been depleted, Nate will drop it instantly. If you are under heavy fire, remember that they offer temporary respite from enemy fire – not impunity. ◆ Tap ✣ to stow the shield on Nate's back, and ✣ to reequip it. Perform a forward roll at any moment to perform this action instantly. ◆ Armored opponents are surprisingly vulnerable to the shield bash melee attack.
	Fixed Turret	◆ When you first take up position behind a gun emplacement, take a moment to appraise its range of movement and prospective blind spots before you open fire. ◆ Turrets inflict approximately double the damage of assault rifles, have a rapid rate of fire, and – best of all – represent free ammunition (1,000 rounds in total). ◆ Release R1 briefly to bring recoil under control if firing at distant adversaries. ◆ While moving between targets, or if an opponent ducks behind cover, tap R1 at slow but purposeful intervals to keep the mechanism running. This will significantly reduce the wind-up time before you can resume fire.

MELEE COMBAT

ADVANCED TIPS

- In close-quarters firefights, you can save ammunition by using blindfire to weaken unarmored opponents as you run towards them, then finish them off with a single melee attack.

- Armored opponents can be engaged in melee combat, though this is obviously inadvisable in pitched firefights. As with Brutes, you will need to make regular counters with △ and escape grapples with ○. A sequence of successful combos against an opponent will cause them to lose their headgear; this marks the midpoint of a battle based on pure pugilism. Interestingly, successful counters always briefly incapacitate armored adversaries. This offers a window of opportunity to drop a grenade at their feet, open fire with a weapon – or beat a hasty retreat.

- The art of successfully performing the "shield run" technique against opponents wielding the Riot Shield takes a little practice. The trick is generally to run directly at them at full speed, then tap □ a few strides before you reach their position (📷 01). As soon as Nate lands, press □ again to instantly break your opponent's neck.

- Another useful strategy against enemies with Riot Shields is to roll past them, then quickly turn and press □ to dispatch them with a neck snap. They cannot shield bash Nate while he is rolling, and their ponderous turning speed renders them vulnerable to the kill from behind. If you don't have space for a "shield run", use this technique instead.

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- Though fistfights with Brutes are inevitable unless you anticipate their approach, you can weaken them by firing as they run to your position. You should note, however, that their first action on engaging Nate up close will be to disarm him. You will need to manually retrieve this weapon from the ground when the fight ends, or if you intend to attempt to run away and fire from distance again.

- You can often use your position on high ground to your advantage. If you are on stairs, for example, you can perform a melee finish on all weaker opponents -- a rapid takedown that saves ammunition (📷 02).

- Likewise, when you espy a target directly below your position, press ⭕ to jump down for an instant kill (📷 03). This even works on armored opponents.

- Throwing enemies against walls or low covers enables you to attack them while they are stunned, making them ripe for an easy melee finish.

- Throwing enemies off ledges with ⭕ is a great way to clear an area quickly. Once you've done this to one foe in a group, though, the others are less likely to fall for the same trick.

TREASURES

The table here provides a convenient checklist of all 101 Treasures in Uncharted 3. If you are unsure of which Treasures you may have missed during an initial playthrough, select the Chapters option at the main menu, then cycle through each chapter. The text at the bottom of the window reveals your current Treasure tally for each area of the story.

Treasure Checklist

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* This collectible is not, strictly speaking, part of the official Treasure list. Every Uncharted game has a special, extra-secret "101st" Treasure: the Precursor Orb. Precursor Orbs are one of the main types of collectibles in the Jak and Daxter games. This is a tribute to the first Jak and Daxter, which had a hidden, ultra-secret, "101st" Power Cell.

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TROPHIES

COMBAT MILESTONES

Icon	Name	Requirement	Advice
	20 Headshots	Defeat 20 enemies with headshots.	You should obtain this during the course of your first playthrough. If not, see "100 Headshots" below.
	100 Headshots	Defeat 100 enemies with headshots.	Should you reach the end of the story without acquiring this accolade, the London Underground chapter is a good hunting ground for additional headshots – especially when you get your hands on the KAL 7 and (optionally) M9. The opening section of Abducted also presents plenty of opportunities – see "Headshot Expert" in the Combat Feats table.
	Blindfire Marksman	Defeat 20 enemies by blindfiring while in cover (without aiming with L1).	You should definitely obtain this during the course of a playthrough. If you are a few kills short, replay battles where enemies have a tendency to rush your position, such as the opening battle in The Settlement (and the rooftop engagement that follows), and the major confrontation during One Shot at This.
	Run-and-Gunner	Defeat 20 enemies by shooting from the hip (without aiming with L1).	Chapter 7 (Stay in the Light) has a number of small-scale engagements that can be resolved with a run-and-gun approach.
	Hangman	Defeat 20 enemies with gunfire by aiming while hanging.	The ascent during Abducted presents plenty of opportunities for kills from hanging positions; as an additional benefit, you can work to acquire "Headshot Expert" at the same time.
	Land Shark	Defeat 20 enemies while swimming.	The first major battle in the Abducted chapter is a good place to perform water-based kills, though you will need to pick your targets carefully. The Docks area of Rough Seas is also a prime destination for players seeking this Trophy, though the turbulent seas can make the process of aiming rather difficult.
	30 Kills: Mag 5	Defeat 30 enemies with the Mag 5.	The Mag 5 (and a relatively bountiful supply of ammunition) can be acquired by shooting specific targets in the London Underground chapter – see page 58.
	30 Kills: Arm Micro	Defeat 30 enemies with the Arm Micro.	The Arm Micro is a common sidearm in France and Syria. The major battles of The Chateau present plentiful opportunities to pick up this weapon and put it to profitable use.
	30 Kills: Tau Sniper	Defeat 30 enemies with the Tau Sniper.	The Tau Sniper features fairly prominently in the Breaker's Yard confrontation during Abducted; you can find another (and several targets to dispatch) after Nate rides the zipline from the bridge.
	30 Kills: KAL 7	Defeat 30 enemies with the KAL 7.	Two words: London Underground. KAL 7 ammunition and low-level opponents are plentiful after you leave the Secret Library.
	30 Kills: M9	Defeat 30 enemies with the M9.	Though it makes a brief cameo appearance in London Underground, the M9 is most commonly encountered in The Settlement and the chapters that follow.
	30 Kills: G-MAL	Defeat 30 enemies with the G-MAL.	The trip to The Citadel in Chapter 8 is by far the best place to seek G-MAL kills.
	30 Kills: SAS-12	Defeat 30 enemies with the SAS-12.	This powerful shotgun features prominently during The Settlement and subsequent chapters.

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Icon	Name	Requirement	Advice
	30 Kills: Dragon Sniper	Defeat 30 enemies with the Dragon Sniper.	The major battle in the Breaker's Yard during Abducted and the showpiece confrontation midway through One Shot at This both feature this relatively uncommon weapon. You can also score a handful of Dragon Sniper kills on each journey through the Citadel chapter.
	30 Kills: T-Bolt Sniper	Defeat 30 enemies with the T-Bolt Sniper.	The rooftops battle during The Settlement can provide several T-Bolt Sniper kills per playthrough.
	30 Kills: RPG-7	Defeat 30 enemies with the RPG-7.	Replaying Caravan and the major battle at the start of The Atlantis of the Sands is a great way to rack up RPG-7 kills.
	30 Kills: PAK-80	Defeat 30 enemies with the PAK-80.	The PAK-80 appears early in the Cruisin' for a Bruisin' and Atlantis of the Sands chapters. If you opt for the latter, you can increase your RPG-7 kill total at the same time.
	30 Kills: Mk-NDI	Defeat 30 enemies with the Mk-NDI grenade.	There are plenty of locations where you can rack up grenade kills though, naturally, The Chateau marks your first opportunity to use them. The Citadel, One Shot at This, The Settlement and The Atlantis of the Sands are leading candidates.
	Pro-pain	Defeat ten enemies with propane or acetylene tank explosions.	We suggest that you work towards unlocking this while you are hunting weapons-based Trophies. The opening battles of The Chateau and The Citadel both feature propane tanks. One Shot at This is also a solid destination; the fight where the truck arrives in the warehouse presents an opportunity to kill a handful of opponents with a single explosion.
	Grenade Hangman	Defeat ten enemies with grenades by aiming while hanging.	Again, this is an accolade to play for while you strive to unlock other Trophies.
	Drop the Bomb Hotshot	Make five enemies drop their grenade by shooting them.	If you haven't unlocked this Trophy by at least midway through the story, you're neglecting a principle way to neutralize enemies with ease. Watch and listen for audio or visual cues that indicate that an enemy is preparing to throw a grenade. One shot is sufficient to cause them to drop it; a second, moments afterwards, will prevent them from moving out of the blast radius.
	Throwback	Defeat ten enemies with thrown-back grenades.	The Settlement's key confrontations all provide instances where Nate can perform throwbacks against opponents standing in the open. The trick to mastering this technique is to "pre-aim" your throw by aligning the camera to face an enemy while the grenade is still airborne.
	Bare-knuckle Brawler	Defeat 20 enemies with hand-to-hand combat.	This Trophy is easy: simply replay the fistfights at the start of the Another Round and Abducted chapters.
	Bare-knuckle Slugger	Defeat 50 enemies with hand-to-hand combat.	This Trophy is easy: simply replay the fistfights at the start of the Another Round and Abducted chapters.
	Master Ninja	Defeat 50 enemies with stealth attacks.	See the Walkthrough Addendum (page 238) for advice on locations where sequences of stealth kills can be accomplished. The Citadel and One Shot at This are highly recommended.
	Riot Rocker	Defeat five Riot Shield enemies by running over their shield.	If you can quickly pick off their allies, the closing battles of The Middle Way feature a number of opponents wielding Riot Shields. See page 162 for advice on how to perform this technique.

COMBAT FEATS

Icon	Name	Requirement	Advice
	Survivor	Defeat 75 enemies in a row without dying.	This Trophy need not be completed in a single sitting. Identify a combat-oriented chapter where you have a good command of enemy positions and tactics, then replay it until the Trophy unlocks. London Underground will be the choice of most players.
	Combat Leapfrog	Defeat ten enemies in a row, alternating hand-to-hand combat and gunplay.	Due to the relative ease of combat, the battles that follow the escape from the Secret Library in the London Underground chapter are highly recommended. Note that you can weaken opponents with gunfire before you knock them out with a flurry of fists: only the method of the final takedown counts.
	Headshot Expert	Defeat five enemies in a row with headshots.	This can be unlocked in any battle featuring a sufficient number of opponents, but the early part of Abducted presents an interesting opportunity. The pirates who fire from above during the first ascent are less inclined to duck and weave than foes engaged in a traditional firefight, which makes them easy to headshot with the (almost purpose-built) Raffica Pistol.
	Side Arm Master	Defeat 30 enemies in a row with your side arm.	You can change your pistol at any time, but must not interrupt the streak with a long gun, melee or grenade kill. If you notice that an opponent is poised to throw a grenade, allow them to do so – or be precise with your shots before it explodes. London Underground and Abducted both pit you against foes in sufficiently close proximity to secure easy sidearm kills. The former is a breeze if you lay your hands on the Mag 5 and additional ammo, while the Raffica Pistol and Tau Sniper will enable you to make light work of the pirates in the latter – the Trophy should pop up shortly after you open hostilities at the docks.
	Reload Master	Defeat 50 enemies in a row without auto-reloading.	This is a simple case of being disciplined in your use of regular manual reloads, and can be accomplished at any time.
	Rolling Ammo Master	20 times in a row, pick up ammo while rolling.	This is a strange Trophy, and one that can be surprisingly challenging unless you concentrate. Choose a long gun and a sidearm that are extremely common in an area that features numerous battles (such as the KAL 7 and .45 Defender in London Underground), then ensure that you roll every time you collect ammunition. Try to align Nate so that you tap Ⓐ midway through the maneuver. Unless you run short of bullets, this is best left until after all opponents have been neutralized, as lining up a forward roll under fire can be tricky. If you reach your ammo capacity, fire off a single round in order to collect more.
	Dyno-Might Master	Defeat four enemies with one explosion.	Though it can technically be accomplished in any battle with a large number of opponents, this difficult Trophy is most easily obtained in a specific battle. From the rooftop of the warehouse in Chapter 16 (One Shot at This), drop down through the open skylight and eliminate the first guard with a stealth kill as he walks beneath: this will give you an otherwise unavailable grenade. Kill the second guard, then shoot the locks at the bottom of the shutter to allow Elena to join you. When the truck arrives, wait until the guards jump out, then throw your grenade as they leave the vehicle and file into the building. With a little luck, at least four opponents will be killed instantly. If you fail, just restart from the previous checkpoint to try again.
	Throwback Master	Throw back a grenade and defeat two enemies at once.	This can be achieved during any battle that pits you against multiple opponents. Wait in a safe cover position, identify enemies stationed in close proximity, then wait for one of their allies to oblige you by throwing a grenade in your direction.
	Expert Ninja	Defeat five enemies in a row using stealth attacks.	The Citadel and One Shot at This chapters both offer the chance to complete a long sequence of stealth kills. See the Walkthrough Addendum on page 238 for further details.
	Brute Beater	Successfully counter all of a Brute's damage-giving attacks.	Defeat a Brute without sustaining any damage by performing every possible counter. The Brute you encounter during the marketplace brawl in Chapter 10 (Historical Research) can be a good location to earn this (see page 91).

UNIQUE FEATS

Icon	Name	Description	Advice
	Quick Study	Inspect every display case in the Cartagena Museum.	Can be unlocked at the very start of the Greatness from Small Beginnings chapter: see page 46. You need to inspect 22 display cases to earn this Trophy.
	Ride the Crocodile	Stand on the crocodile in the Secret Library.	Unlock this Trophy before you leave the Secret Library in the London Underground chapter. See page 55.
	He's Gonna Need a Sturgeon	Hit three enemies with fish in the market.	You must fulfill the requirements for this Trophy during chapter 10 (Historical Research). See page 91 for details.
	Marco Solo	Play in the swimming pool on the Cruise Ship.	Must be unlocked during the Cruisin' for a Bruisin' chapter. See page 115.
	Truck Brawler	Defeat ten enemies using hand-to-hand combat on the back of the convoy trucks.	Can only be obtained during the Caravan chapter. See page 137.

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TREASURE HUNTING

Icon	Name	Description	Advice
1	First Treasure	Find one treasure.	Our comprehensive checklist on page 164 catalogues every Treasure in Uncharted 3. Use it (and the page references to entries throughout the Walkthrough chapter) to track down missing Treasures.
20	Apprentice Fortune Hunter	Find 20 treasures.	
40	Skilled Fortune Hunter	Find 40 treasures.	
60	Adept Fortune Hunter	Find 60 treasures.	
80	Expert Fortune Hunter	Find 80 treasures.	
100	Master Fortune Hunter	Find all 100 treasures.	
	Relic Finder	Find the Strange Relic.	This special Treasure is found in the Run to Ground chapter. See page 53.

MULTIPLAYER

Icon	Name	Description	Advice
	Thrillseeker	Complete one Competitive Multiplayer Game.	-
	Buddy System	Complete one Cooperative Multiplayer Game.	-

MAJOR MILESTONES

Icon	Name	Description	Advice
	Charted! – Easy	Finish the game in Easy Mode.	Completing the game unlocks the Trophy for your chosen difficulty level and any below – so finishing a perfect Hard playthrough will also unlock "Charted – Normal" and "Charted – Easy". Note that you must complete every chapter at a difficulty level to unlock the related Trophy: simply replaying The Dreamers of the Day on Hard after a Normal playthrough, for example, will not suffice.
	Charted! – Normal	Finish the game in Normal Mode.	
	Charted! – Hard	Finish the game in Hard Mode.	
	Charted! – Crushing	Finish the game in Crushing Mode.	The Crushing difficulty is unlocked by completing a playthrough on Easy, Normal or Hard.
	Platinum	Collect all other Trophies.	Awarded once you unlock every other Trophy in Uncharted 3.

Developer Commentary

Richard Lemarchand – Co-Lead Game Designer: *"We try to make our Trophies as challenge-based as possible, rather than relying on simple progression through the game. We still base some Trophies on the core skills that nearly every player will use in the course of completing the single-player story, but we also want some Trophies to utilize special skill challenges that only more dedicated players will be able to rise to meet. We also like to throw in a few funny, silly or unusual accolades, to spice up the mix a little. The idea is to make our players feel like they've earned their Trophies in ways unique to them."*

MULTIPLAYER

With well over a dozen distinct play modes, an absorbing leveling system and an incredible number of unlockables and customization options, Uncharted 3's multiplayer component is a riotously enjoyable and endlessly compulsive pastime. Over the following pages we offer guidance on its many features and advice on how to raise your game to a highly competitive level.

OVERVIEW

INTRODUCTION

Before you read any further, take a moment to familiarize yourself with the structure of this chapter.

In this short **Overview** section we guide you through the process of setting up a multiplayer match.

Multiplayer Features (page 175) provides a detailed appraisal of certain features and functions that you won't have encountered in the single-player adventure, such as the multiplayer-only sprint ability, taunts and the Buddy System.

Combat (page 180) is dedicated to all of the offensive tools at your disposal.

Progression & Customization (page 188) offers analysis of the leveling system, and the unlockable abilities and items you can equip as you rack up kills and reach set milestones in competitive and co-op matches.

Game Types & Tips (page 204) is packed with targeted advice and analysis for all modes of play, from basic game rules to more advanced tactical suggestions.

The **Co-op Adventure** section (page 224) offers walkthroughs to help you (and your companions) conquer the challenges you face in this rewarding Game Type.

The **Competitive Maps** section (page 213) provides annotated maps of the destinations you will visit in all other multiplayer Game Types.

While all information contained in this chapter is correct at the time of going to press, Uncharted 3's multiplayer game will almost certainly evolve after launch with new maps, Playlists, features and patches made available as the months of play fly by. To keep up to date with new developments and downloadable content, visit www.naughtydog.com.

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MULTIPLAYER MAIN MENU

In recognition of a near-universal reluctance among gamers to acknowledge the existence of manuals (let alone read them), we'll begin with a quick rundown of the Uncharted 3 multiplayer main menu. Use L up/down or ✣ to move vertically between menu headings, and L left/right or ✣ to move through tabs.

1 **Find Game:** Select a Game Type and this will take you to a suitable match.

2 **Custom Game:** This allows you to create your own games and adjust the various settings (such as score limit, time limit, friendly fire and so forth) according to your preferences.

3 **Profile:** This is where you can customize your online appearance and configure Loadouts (pick and purchase your default weapons, upgrades and aptitudes). See page 180 for a comprehensive rundown.

4 **Community:** Here players can create and edit clips which may then be uploaded directly to certain websites, or view leaderboards and videos.

5 **Options:** This allows you to adjust various settings, including the aiming sensitivity and the vertical and horizontal controls (normal or flipped).

6 **Splitscreen:** Sign-In a second player for your guest to have their performance (including XP gains, Treasure acquisitions and other such variables) logged for the duration of your session.

7 **PlayStation® Store:** Use this to purchase extra content.

8 **Rank Pane:** Displays your current rank (including details of your progression towards the next stage), XP and available currency. See page 188 for further details.

9 **Friends:** Press △ to access this and see your PSN friends list or invite new players to your party. The Facebook tab enables you to start matches with friends and upload videos of your feats and failures to the social networking site. See your game manual for instructions.

10 **Uncharted TV:** This video feed plays constantly while you are in the multiplayer menu screens. Not merely a welcome distraction while waiting for games to start, it's also a great way to pick up tips and tricks from observing the feats and failures of other players. L2 switches the sound on and off, L1 toggles between the default position and a larger (more central) window, while START skips the current broadcast.

PLAYING A GAME

Select the Find Game option to begin a game. Some Game Types (such as Free For All) will set you up with matches of that variety only, automatically lining another session up each time you return to the lobby. You have the option to vote for one of two maps before the action begins. Other Game Types (such as Team Objective) offer a (usually thematic) combination of matches with different rules – the onscreen text gives a good indication of their unique flavor. You can find a presentation of each Game Type) from page 204 onwards.

After a session ends, you are returned to the menu system and a new tab: the Match Results page. If you have gained a level or acquired new unlockables (see page 188 for more details on the progression system), you will be informed of this immediately, with suitably strident fanfares and sound effects to attract your attention.

GAME SCREEN

1 The **score display** at the bottom-right of the screen can vary between Game Types, but always offers a Goal total (the score required for an outright win), current participant scores, and the match timer.

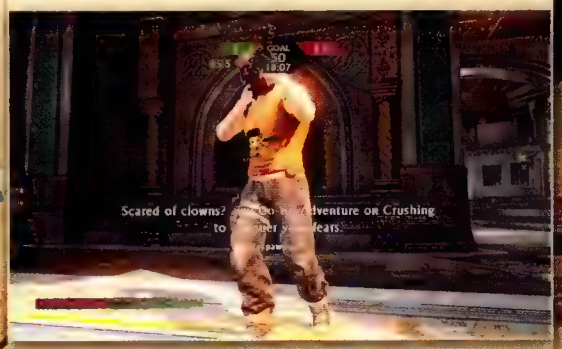
2 The **tickertape-style display** in the bottom left-hand corner of the screen (colloquially known as a "kill feed") provides information on every death that occurs during a match, plus cash sums accrued by the victor in each exchange. This can provide valuable information on dangers that you might face: for example, an opposing sniper enjoying a run of uninterrupted headshots, a teammate with a penchant for grenade suicide, or an opponent manning a fixed turret elsewhere on the map.

Icon	Meaning
	Melee kill
	Headshot kill
	Grenade kill
	Turret kill

Critical information for the current match – such as objectives and events – appears in the upper-center area of the screen. Medals won during combat (and the cash reward) are also shown here, but disappear quickly so as not to impede your view.

When you are killed by an opponent, a box will appear on the left-hand side of the screen. This reveals your opponent's level, PSN ID, Emblem, weapon, current weapon mods, and Medal Kickback if one was active while you were killed.

If you obtain a Treasure collectible during a match, it will briefly pop up on the right-hand side of the screen.



General multiplayer tips (including advice pertinent to your current Game Type) appear in the center of the screen.

MULTIPLAYER FEATURES

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No matter which avatar you choose, your character in Uncharted 3 multiplayer possesses all the versatility of Nate in the single-player adventure. From climbing to collecting and using weapons, stealth kills to taking cover, the time you spend searching for the Atlantis of the Sands actually serves as a great way to train for competitive and cooperative multiplayer.

There are, naturally, many features, functions and controls that are unique to the multiplayer mode.

COLOR CODES & ICONS

As the majority of Game Types pit two factions against each other, Uncharted 3 uses a simple color scheme to help you to differentiate between friend and foe, and to easily discern the status of neutral objectives. It also uses icons to indicate the location of objects or places relevant to your Game Type.

Learning how to read and understand the import of information that appears onscreen is an invaluable skill. These "tactical overlays" may be a little confusing at first, especially if you are boldly leaping between Game Types, but in time you'll gain the ability to instinctively understand the clear messages and subtle clues they impart.

GREEN is used to highlight allies, or to indicate that an object or location is under friendly control.

RED is used to highlight your opponents, in exactly the same fashion.

YELLOW is used to mark your teammates when they are firing.

WHITE is used to mark neutral objectives or waypoints.

In all team-based Game Types, all allies in plain view are marked with a small arrow and, if you are sufficiently close and facing them, their PSN ID. These appear even if they are on the other side of solid walls. Arrows at the border of the screen indicate the approximate position of your cohorts when you are facing away from them.You should also note that if a teammate falls in combat, their usual arrow is briefly replaced by an "X" before their name (and corpse) are removed from the battlefield.This may appear to be a trivial detail, but you can avoid countless ambushes and score many relatively easy kills by noting the sudden appearance of an "X" as you approach an ally's position.

As a general rule, PSN ID and arrows only mark your opponents if you are looking directly at them, and disappear when they move out of sight, though there are exceptions: for example, certain in-game events or unlockable abilities may reveal the approximate location of one opponent or more in the direction you are facing. Once again, the small arrow is replaced by an "X" when an enemy dies.

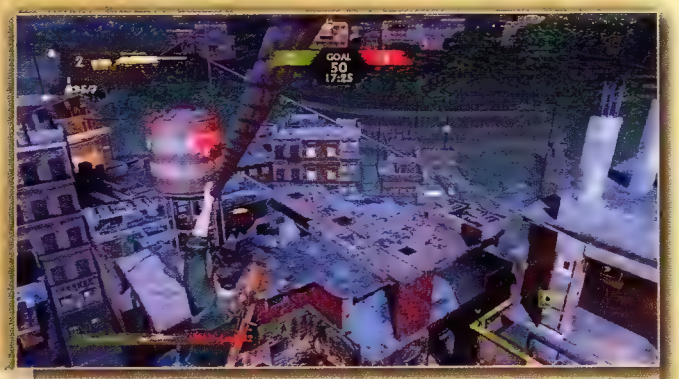
SPRINTING

The ability to sprint is a multiplayer-only feature activated by pressing L3. Though moving at this increased pace enables you to cross ground quickly, you sacrifice turning speed and a degree of responsiveness until you slow down. When you complete a full sprint, there is a brief recovery time before it can be used again.

Though useful for short bursts of pace to evade opportunistic sniping from medium or long distances, the principle benefit of sprinting is to quickly return to the thick of the action after a death. It's also invaluable in objective-based Game Types, where success depends on reaching a specific location before your opponents do. However, the mobility that you sacrifice while running at full speed puts you at a disadvantage when you encounter opponents. For this reason, punctuating bouts of sprinting by tapping the aim button whenever you round a corner or enter a new room is a useful trick.

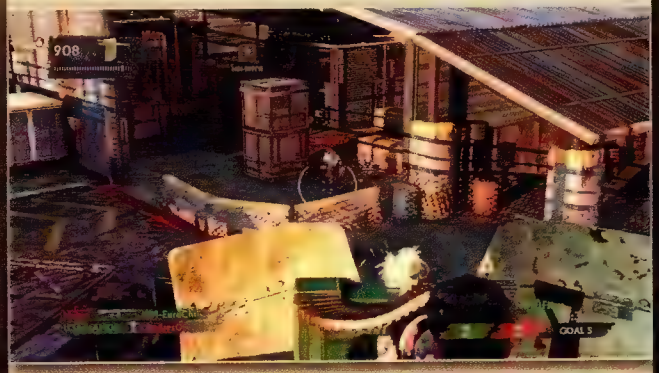
INTERACTIVE SCENERY

Certain maps have special features that have tactical or practical value.



Ziplines appear on certain maps. To ride one, press ⊗ when the prompt appears. You can fire your pistol and even throw grenades while sliding along a zipline, and end the slide prematurely by pressing ◎. As you are completely vulnerable (and moving along a fixed, predictable trajectory) for the duration of the journey, it pays to rotate the camera to look for and fire on potential aggressors before you land.

Explosive canisters and barrels are mainstays of competitive action games, so warrant no special introduction here. However, you will also encounter less-obvious objects with dangerously combustible properties. The vehicles littered around the second part of the Airstrip map, for example, may seem to be mere cover opportunities – but sustained fire will cause them to explode, killing or wounding all within range of the blast.



Fixed turret emplacements offer incredible firepower and a degree of protection from incoming small arms fire, but at a price: the operator's lack of peripheral awareness and mobility makes them vulnerable to stealth kills, snipers, attacks from their unprotected flanks, and RPG-7 rockets. Press △ to man a turret; repeat to leave it. Note that there is a slight delay in moving in and out of position, so try to avoid multiple button presses.

TAUNTS

Sometimes, an epic battle of wits can develop over a series of encounters (indeed, entire sequences of matches) with an opposing player. It might be a sniper who has validated your growing trepidation with repeated trephination; a pugilist punching your ticket with depressing punctuality; or even a witless newcomer falling prey to the least of your wiles time and time again. In these instances, it is fun (and, on occasion, cathartic) to acknowledge a victory with a rude, crude or perfunctorily dismissive gesture. The taunt system enables you to do just that.

You can actually perform a taunt at any time by pressing ⊗ while stationary, though the optimum time to do so is while standing over the body of a newly vanquished foe (☠). As the game camera zoom tends to focus on the victor of a battle when a player is killed, your opponent is forced to watch as you follow up your kill with a barrage of pelvic thrusts, or a rampant celebratory dance. However, and perhaps fairly, performing a taunt renders a player immobile until the animation is complete, or interrupted by an attack or explosion. Serial gloaters tend to be easy cannon fodder, which always elicits a chuckle.

Taunts are chosen on the Profile screen, though those who like to mix things up a little can even pick a new one via a START menu option mid-match. Some take longer to perform than others. If you have a penchant for such grandstanding, it's usually prudent to pick a shorter celebration such as Kiss or Pump.

BUDDY SYSTEM

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The Buddy System, active in most competitive Game Types, automatically assigns you a partner at the beginning of each match. If you are playing with anyone from your PSN friends list, they will take priority when you are paired up; if not, a teammate is chosen at random. Your Buddy is distinguished by a green square frame outside their emblem.

Though the degree to which you or your assigned partners cooperate can vary, the system offers a number of noteworthy benefits. The most prominent of these is the ability to spawn on your Buddy's position after a death. Once the spawn counter expires, press △ to appear close to their position, or ○ for a traditional resurrection in an engine-defined location. There are certain conditional restrictions to Buddy spawns:

- If your Buddy is dead, in active combat, or close to a live grenade, the option to spawn on their position will be disabled. It can be reactivated if they move to a position of safety, so it can be worth waiting for a few seconds if a battle appears to be progressing in their favor.
- You cannot spawn on your Buddy's position if he is currently the VIP in a Marked Man Power Play, or if he's carrying an idol or capturing a territory.
- Though the game engine will attempt to place you in close proximity to your Buddy, it must occasionally make compromises. If they are climbing, for example, it will usually restart you on solid ground above or below their position.

Though the option to spawn at your Buddy's side is undoubtedly a valuable perk, taking a moment to observe their location and nearby hazards is always a good idea. You generally don't have the option to jump into a combat encounter, but this doesn't mean that hostilities can't erupt moments after you appear.

If you and your Buddy combine to take down an opponent together, an icon will appear above the body of your fallen foe's corpse. If you both run to this spot and hold ✣, you can perform a High Five (▭). This may lead to the award of a related Medal and a small cash bonus, so it's a way in which two people working together can increase their average haul of Medal Kickbacks – though, naturally, this action leaves both players vulnerable to ambushes.

You can change Buddy during a match by performing a High Five with another teammate. Simply attract their attention, and hold ✣ to adopt the High Five pose; to accept, a player must run over and complete the gesture. You can still perform High Five in Game Types where the Buddy system isn't active, but there are no rewards for doing so: it's just for fun.

Another perk of the Buddy system is the ability to collect Treasure drops for your comrade, a reciprocal arrangement that enables both players to maximize their profits during a match.

There is no obligation to work alongside your Buddy. Indeed, you may even go through entire matches where you regard them as little more than a mobile beach head, a foothold into the action that cuts down on travel time. This may sometimes be entirely necessary: not everyone will have the same objectives or play style as you. The benefits of working together as a team, though, can be quite profound: a moderately well-drilled unit of two should be favorites to triumph in an encounter with even a gifted lone gunman.

POWER PLAYS

Power Plays are special timed events that occur during certain competitive Game Types when one team is dominating a match. They ostensibly penalize the leading team by conferring an advantage on their struggling opponents, but it's not quite as simple as that: the leading team receive double cash for each kill while the Power Play is active, and may receive additional rewards for fulfilling certain conditions.

Generally, a Power Play will occur whenever a team takes a reasonably clear lead (say, five points or more in a Team Deathmatch session), and can last for up to 60 seconds. If the losing team cut their points deficit and draw level (or even take a slight lead), they are deemed to have rallied, and the Power Play ends instantly.

Some players may feel a little cheated by their initial experiences of Power Plays. Why is it fair that a team outperforming their rivals should be punished for doing so? In time, however, you'll come to realize that these events add a great deal of spice to each match. Many Power Plays encourage players to converge in the same areas, increasing the intensity of combat.

Power Play	Description
Marked Man	One member of the winning team is marked as a VIP, with a distinctive shield icon (green for allies, red for the opposing VIP) visible to all participants in a match. The losing team receives bonus points for killing this individual. The winning team accrues double cash for each kill, and a special Medal if the VIP remains alive for the entire Power Play.
Exposed	The losing team can see arrows and PSN IDs for their opponents, making them much easier to track down. The winning team earns double cash for each kill.
Double Damage	The losing team inflicts double damage. The winning team earns double cash for each kill.

EMBLEMS

Every player can create their own emblem by using the editor accessed via the Profile menu. An emblem is made by combining up to four different layers – a frame, a base and two parts – that you can choose from a wide selection of preset options, many of which have to be purchased. You can freely rotate, scale and color each layer to make your emblem unique.

In addition to your PSN tag, your emblem helps to give you a unique identity in Uncharted 3 multiplayer. Though it crops up in a variety of places (such as the pop-up display that informs players who killed them), one of the best features is that each player's chosen decal can appear on certain surfaces in their current arena when they lead the score table. It may seem a trivial detail, but turning a corner to see your logo proudly emblazoned on a wall during a particularly successful match is a truly satisfying experience.

As a buyer of this guide, you can unlock an exclusive emblem by using a special code. Go to the emblem editing screen and press ✣, ✣, ✣, ✣, ✣, ✣, ✣, ✣. This will give you access to four unique Piggyback decals (🐷) that you can use together or combine with other elements.

PLAYER BEHAVIOR

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The foremost joy of multiplayer gaming is that it enables players to pit their wits against real-life opponents, or to cooperate with living, breathing allies to achieve satisfying goals. Its biggest problem, paradoxically, is that you must endure other people to do so. In this short section, we look at the penalties that might ensue for those who engage in unhelpful behavior, and make suggestions on acceptable gaming etiquette unique to Uncharted 3.

- The vertical aspect of Uncharted 3 combat, particularly the act of climbing, necessitates a certain degree of common sense and decorum. If two players attempt to climb the same section of a wall simultaneously, they will both fall (). Equally, certain small gaps in the scenery only allow for one combatant to pass through at a time. Rather than competing to take the lead, treat your allies to a respectful "After you, good sir or madam!" As a fringe benefit, you can briefly watch for approaching enemies to the rear as you wait for your turn.
- Similarly, try not to encroach on an ally's cover position unless it's absolutely necessary: it would take a petulant soul to bemoan the act of diving into an occupied cover spot to evade a volley of bullets or an explosion. If you are in close proximity to a teammate, try to avoid distracting them – for example, standing right behind a turret operator can impede their view. Find alternative cover!
- Don't complain about "kill stealing". It's not as if you aren't rewarded for your contribution – you still get cash for the assist, plus the possibility of the Assistant Medal.
- Don't use explosives indiscriminately. While bullets have no effect on your allies in most play modes, your grenades and rockets will injure and kill them.
- Quitting matches leads to a cash deduction penalty. Unless it's a matter of life or death, do your teammates the courtesy of hanging around until a game ends.
- If you are tempted to engage in suicides and team-killing, whether simply for the dubious pleasure of being a jerk or in an attempt to act as a "double agent" for friends on the opposing side, note that these do not have an effect on the scoreline. What's more, if you repeatedly kill members of your own team, they will be given the option to kick you from the match.
- If you have a notion to attempt explosive suicide to deny a kill to an opponent, don't do it: the merest hint of damage prior to your death is sufficient for the death to be attributed to your adversary.

COMBAT

LOADOUTS

Accessed via the Profile option at the Main Menu (or via the ⊟ shortcut at the Matchmaking screen), Loadouts enable you to configure custom weapon and ability sets for use in multiplayer matches. There are four slots each for Competitive Game Types and one for Cooperative Game Types.

When you first play Uncharted 3 multiplayer, your customization options are extremely limited. By accumulating cash and gaining levels by participating in any kind of match, though, you will gradually unlock a wide range of different weapons and abilities.

1 **Long Gun** – In the Competitive Loadout menu, selecting this slot enables you to pick your preferred rifle from the available selection. After taking your pick, you can then select or purchase unique modifications. By default, you can have one mod active at a time; your current selection is marked by a green tick. In the Co-op Loadout screen, you instead select this option to purchase or equip mods,and this applies to all weapons of that type during Co-op gameplay.

2 **Pistol** – This works in exactly the same way as the Long Gun slot.

3 **Booster Slot 1** – Boosters are special abilities that confer a special advantage during matches. They can be leveled up by achieving specific feats. Highlight and select this slot to pick or purchase Boosters.

4 **Booster Slot 2** – This works in the same way as Booster Slot 1, but features a different set of Boosters.

5 **Medal Kickback** – As in Uncharted 2, your feats (and occasionally failures) in multiplayer matches are acknowledged by the award of Medals. Medal Kickbacks are special bonuses (such as the immediate delivery of an RPG-7, or a temporary speed boost) that can be activated once you acquire a preset number of Medals. Select this slot to choose or purchase Medal Kickbacks.

Though many weapons, mods, Boosters and Medal Kickbacks appear in both Competitive and Cooperative multiplayer Game Types, they must be unlocked and purchased separately for the two distinct modes. You can press Ⓐ to rename your Loadouts, and tap R1 to set your default selection.

You cannot change their composition during an actual match, but you can switch between your four available Loadouts via the START menu or while you're waiting to respawn. This is invaluable if you have that sinking feeling that you've brought a spoon to a knife fight.

WEAPONS

As in the single-player game, you can carry a long gun and a pistol, switching between them at will with ✣. To collect ammunition for either of these, you must simply run over an equivalent gun dropped in the aftermath of an encounter.

Broadly speaking, firearms can be separated into two distinct categories: **Loadout weapons** and **power weapons**:

- Weapons available that can be equipped at the Loadout screen are not placed on maps in competitive multiplayer, though they are dropped when combatants are killed. Friends and foes alike always relinquish the weapon they have equipped whenever they die, and you may pick them up at will – even if you have yet to unlock a firearm via progression through the ranks. Better still, weapons retain whichever mods the original owner had equipped. For those who wish to be ultra-competitive at low ranks, battlefield scavenging is a great way to obtain weapons (or advanced modifications) that you could not otherwise use. You can find comparative stat diagrams for all Loadout weapons overleaf, and a presentation of all weapon modifications on page 184.

- Power weapons, by contrast, only appear in fixed positions on each map, respawning after a set duration of time, with variations occurring between different Game Types. As the name suggests, power weapons can confer an advantage to anyone who can lay their hands on them. Some have obvious potential even in the quivering hands of a raw, untested recruit. Others require skill in marksmanship and well-honed combat experience to put to good use. Reflecting their stopping power, power weapons have very little ammunition – so it pays to make each shot count.

Power Weapons

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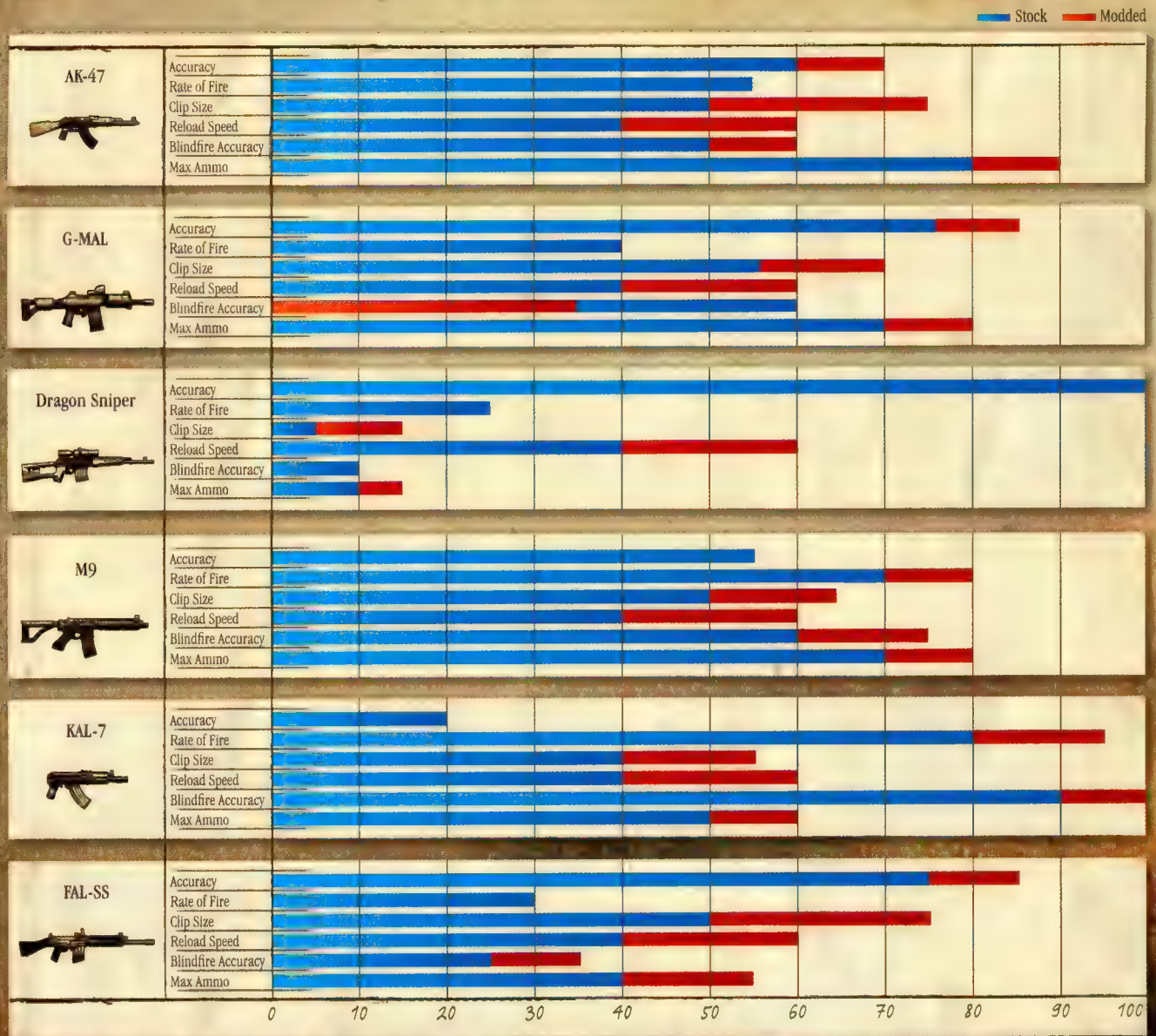
	Icon	Weapon	Tips
Power Weapons		T-Bolt Sniper	♦ This long gun fires one bullet at a time, is very slow to reload, and has a high recoil. Hitting any target with this weapon, on any part of the body, is an immediate kill. ♦ Though devastating in blindfire situations with a degree of practice, the T-Bolt Sniper is clearly best suited to long-distance engagements.
		Sawed-Off Shotgun	♦ This shotgun is great for close range and blindfire. Aimed correctly, it will kill a target instantly. ♦ The Sawed-Off Shotgun can only fire twice before a reload is necessary, but its rate of fire is astonishingly fast. You can use this to blindfire at an opponent, unleashing both shots in quick succession to increase your chances. An alternative is to fire once to weaken a target and follow up with a melee finish.
		SAS-12	♦ As with all other shotguns, this weapon works best at point-blank range, where blindfiring really is the only option. To deliver the maximum amount of damage, the target must be in the blindfire reticule when you press the trigger. ♦ With a cartridge capacity of eight, the SAS-12 enables you to engage in close-range run 'n' gun mayhem with confidence. ♦ When all cartridges have been expended, the SAS-12 has the most protracted reload time of all weapons. You can interrupt the process at any time by firing or aiming.
		PAK-80	♦ You cannot take cover while using this weapon, and any attempt to climb or jump will cause the weapon to be dropped, limiting drastically your movement options. The PAK-80 is therefore best used when coordinating with a teammate to cover you.
		Pistole	♦ A shotgun in pistol form, best used at point-blank range, the Pistole has a quick reload time, but it usually takes two shots to kill a target. ♦ The optimal way to use this weapon is to adopt the run 'n' gun strategy, running to your opponents and dispatching them with blindfire at close range.
		Mag 5	♦ One of the most powerful weapons, it can take down a target in a single shot. ♦ The Mag 5 is effective both to blindfire at close range and to aim over longer distances.
		Wes-44	♦ Functionally similar to the Mag 5, though less powerful. ♦ It also has a slightly slower rate of fire and reload speed.
		RPG-7	♦ The RPG-7 offers almost guaranteed kills if enemies are engulfed at the heart of the blast. It can also be used to dispatch opponents manning a fixed turret. ♦ Ammo is usually very rare for this weapon. Whenever you collect this weapon, quickly fire at the first targets you encounter and then discard it for a more traditional long gun.
		M32-Hammer	♦ A direct hit will kill an opponent instantly – otherwise it takes two shots to achieve the same result. You can conserve ammunition by switching to your pistol to finish off opponents weakened by a single shot. ♦ The M32-Hammer has a clip size of four grenades and takes a while to reload. If you empty its barrel in the middle of a tense battle, consider switching to your sidearm (or even pick up another long gun) until you see an opportunity to reload.
Misc.		Turret	♦ Turrets have a rapid rate of fire and represent free ammunition. Release R1 briefly to bring recoil under control if firing at distant adversaries. ♦ While moving between targets, or if an opponent ducks behind cover, tap R1 at slow but purposeful intervals to keep the mechanism running. This will significantly reduce the wind-up time before you can resume fire. ♦ Turrets have a limited range of movement and blind spots. It's usually safer to not stay too long in any of them.
		Mk-NDI Grenade	♦ Even if it doesn't kill an opponent directly, the Mk-NDI will at least incapacitate opponents caught within its blast radius. ♦ Grenades can facilitate escapes from dangerous situations. If you tap L2 while rolling, you will leave a primed grenade in your wake – a parting gift that will either deter or destroy pursuing foes. ♦ Master the art of pre-aligning the camera for a throwback in advance, and you can regularly achieve near-effortless kills or seriously disrupt enemy tactics. The timing is tighter than in the single-player mode, but there's a knack to it that you will eventually learn.
		Riot Shield	♦ The Riot Shield occupies the rifle slot when collected. Your movement and turning speed is significantly reduced while it is deployed in the traditional frontal position. To position the Riot Shield on your back, tap ✣, wearing it in this fashion restores mobility and provides a degree of protection from gunfire from behind. To equip it again, tap ✣. ♦ The Riot Shield offers maximum frontal protection when you are stationary. Both movement and (to a greater extent) firing will expose body parts that opponents can injure. You are, naturally, extremely vulnerable to shots from behind while holding a Riot Shield, due to the reduced turning speed. It also makes you an easy target for stealth kills. ♦ If you regularly favor the Riot Shield, the Speedy G Kickback and Beast Mode Booster can be superb accompaniments.

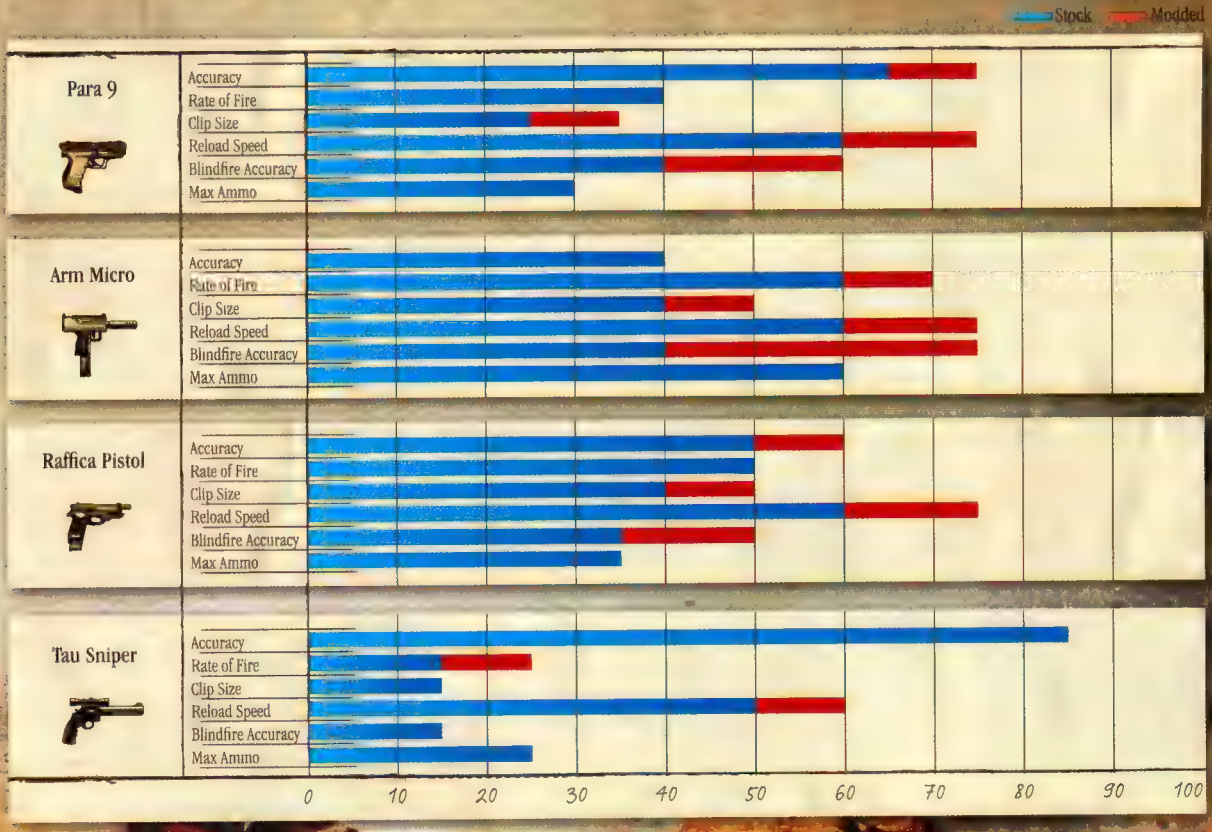
Long Guns

Icon	Weapon	Tips
	AK-47	♦ Suitable for close to close-medium encounters. ♦ High recoil: at anything other than point-blank range, small bursts of automatic fire work best. ♦ For moderately distant targets, tap the trigger lightly for single shots; this may secure you kills against weakened opponents, or soften a target up for a teammate. At great distances, there's little point. ♦ Blindfire accuracy at close range is excellent: the auto-aim code makes it viciously effective.
	G-MAL	♦ Fires bursts of three bullets per trigger pull. ♦ With its precision "sniper mode", the G-MAL is designed for combat over medium-to-far distances. ♦ It takes two bursts to the chest or head to take down an opponent, so this weapon tends to be ineffective when used in blindfire mode.
	Dragon Sniper	♦ Use the sight dot to line up on a stationary enemy's head from cover, then leap up and fire immediately for a one-shot kill. ♦ Two hits on any body part will take anyone down in competitive modes. ♦ The Dragon Sniper is really not ideal for blindfiring.
	M9	♦ Operates much like the AK-47, but with a higher rate of fire. ♦ This weapon has a predictable recoil that bounces up – use controlled bursts to compensate for this.
	KAL-7	♦ The KAL 7 is surprisingly effective when used to blindfire. ♦ Its aiming mode is perhaps more difficult to make the most of when compared with other assault rifles.
	FAL-SS	♦ This weapon does not have a full automatic mode and fires a single bullet at a time. However, you can press the trigger repeatedly to unleash multiple shots with deadly accuracy. ♦ This long gun requires a high skill level, but mastering it can make you incredibly efficient.



Pistols

Icon	Weapon	Tips
	Para 9	♦ Combines a high rate of fire, low recoil and a respectable clip size, making it an all-purpose weapon.
	Arm Micro	♦ This fully automatic pistol is similar to standard assault rifles and, as a consequence, it kicks like a mule if you hold the trigger down. Fire it in short, controlled bursts unless using it at point-blank range. ♦ A highly effective blindfire weapon, and a superior choice for run 'n' gun strategies than the Raffica Pistol.
	Raffica Pistol	♦ Semi-auto: fires in bursts of three bullets per trigger pull, with medium recoil. It's essentially a G-MAL in pistol form, excellent at mid-range. ♦ With a little deft flick of R, you can exploit the burst fire feature to "paint" a short line of shots along a horizontal or vertical plane, which makes it a good weapon in a pinch.
	Tau Sniper	♦ A sniper rifle in pistol form with low recoil, this weapon has a scope for accurate long-range marksmanship. ♦ Extremely limited in close-range engagements. Either switch to your long gun, or line up one blindfire shot before finishing an opponent with a melee attack.



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Uncharted 3 enables players to pick their preferred equipment from a selection of long guns and pistols. These can be enhanced with mods, special additions that confer a particular benefit: from the mundane but useful (such as increased clip size) to more fanciful yet tactically advantageous perks (such as Call Out).

Weapon Mods

	Call Out	Marks the location of enemies you engage with an icon that your teammates can see.
	Clip Size	Increases the capacity of each clip, allowing you to fire more bullets before you have to reload.
	Scope Zoom	Increases zoom distance of weapon.
	Reload Speed	Reduces the time it takes to reload the weapon.
	Blindfire Accuracy	Increases the weapon's accuracy when used to blindfire.
	Max Ammo	Increases the maximum amount of ammo you can carry.
	Rate of Fire	Increases the weapon's fire rate, and therefore the amount of damage per second it can inflict.
	Accuracy	Increases the weapon's accuracy.

Competitive Mod Costs

Weapon	Mod	Rank	Cost (£)
AK-47	Call Out	1	4,000
	Reload Speed	1	5,000
	Scope Zoom	1	6,000
	Max Ammo	9	15,000
	Clip Size	12	25,000
	Blindfire Accuracy	18	50,000
	Accuracy	28	100,000
G-MAL	Blindfire Accuracy	1	4,000
	Reload Speed	1	5,000
	Call Out	1	6,000
	Max Ammo	13	20,000
	Clip Size	19	40,000
	Accuracy	24	100,000
Dragon Sniper	Call Out	9	7,500
	Reload Speed	13	15,000
	Max Ammo	22	30,000
	Clip Size	30	60,000
M9	Call Out	18	10,000
	Scope Zoom	20	15,000
	Max Ammo	22	25,000
	Reload Speed	28	40,000
	Clip Size	33	60,000
	Blindfire Accuracy	39	80,000
	Rate of Fire	43	100,000

Weapon	Mod	Rank	Cost (£)
KAL-7	Call Out	33	10,000
	Scope Zoom	34	15,000
	Max Ammo	38	25,000
	Reload Speed	42	40,000
	Clip Size	48	60,000
	Blindfire Accuracy	52	80,000
	Rate of Fire	55	100,000
FAL-SS	Blindfire Accuracy	51	10,000
	Reload Speed	53	15,000
	Call Out	54	35,000
	Max Ammo	57	50,000
	Clip Size	58	75,000
	Accuracy	60	100,000
Para 9	Clip Size	1	4,000
	Reload Speed	1	5,000
	Blindfire Accuracy	1	10,000
	Accuracy	16	40,000
Arm Micro	Reload Speed	12	7,500
	Clip Size	16	15,000
	Blindfire Accuracy	19	25,000
	Rate of Fire	27	40,000
Raffica Pistol	Reload Speed	24	7,500
	Blindfire Accuracy	30	15,000
	Clip Size	37	25,000
	Accuracy	47	40,000
Tau Sniper	Reload Speed	42	10,000
	Call Out	45	15,000
	Rate of Fire	51	35,000

Co-op Mod Costs

Weapon	Mod	Rank	Cost (¤)
AK-47	Reload Speed	4	10,000
	Clip Size	14	20,000
	Blindfire Accuracy	36	40,000
	Accuracy	46	75,000
G-MAL	Blindfire Accuracy	8	10,000
	Reload Speed	17	20,000
	Clip Size	32	40,000
	Accuracy	49	75,000
Dragon Sniper	Reload Speed	11	10,000
	Clip Size	26	20,000
	Max Ammo	44	50,000
M9	Reload Speed	11	10,000
	Clip Size	21	20,000
	Blindfire Accuracy	32	40,000
	Rate of Fire	46	75,000
KAL-7	Reload Speed	17	10,000
	Clip Size	29	20,000
	Blindfire Accuracy	41	40,000
	Rate of Fire	49	75,000
Para 9	Clip Size	4	5,000
	Reload Speed	14	15,000
	Blindfire Accuracy	26	25,000
	Accuracy	36	40,000
Arm Micro	Reload Speed	8	5,000
	Clip Size	17	15,000
	Blindfire Accuracy	29	25,000
	Rate of Fire	41	40,000
Raffica Pistol	Blindfire Accuracy	11	5,000
	Reload Speed	21	15,000
	Clip Size	32	25,000
	Accuracy	44	40,000

Unique Weapons

These special firearms are unlocked by completing specific Treasure Sets (see page 198 for details), and are loaded with preset mods – as revealed in the accompanying table.

Category	Weapon Name	Mods					
		Call Out	Clip Size	Scope Zoom	Reload Speed	Blindfire Accuracy	Max Ammo
Long Guns	Eddie's AK	■	■	■	-	-	-
	Drake's AK	-	-	-	■	■	-
	Navaro's AK	-	-	-	■	-	■
	Marlowe's M9	-	-	-	■	-	■
	Flynn's M9	-	■	-	-	■	-
	Chloe's M9	■	-	■	■	-	-
	Roman's G-MAL	-	-	-	■	■	-
	Elena's G-MAL	■	■	-	■	-	-
	Flynn's G-MAL	-	■	-	-	-	■
	Draza's Dragon	-	■	-	■	-	-
	Sully's Dragon	■	-	-	-	-	■
	Lazarevic's KAL-7	-	-	-	-	■	■
	Rameses's KAL-7	-	■	-	■	-	-
	Cutter's KAL-7	■	-	■	■	-	-
	Eddie's FAL-SS	-	■	-	-	-	■
	Talbot's FAL-SS	■	■	-	■	-	-
	Lazarevic's FAL-SS	-	-	-	■	■	-
Pistols	Drake's Para 9	-	■	-	■	-	-
	Marlowe's Para 9	-	■	-	-	■	-
	Talbot's Arm Micro	-	■	-	■	-	-
	Sully's Arm Micro	-	-	-	■	■	-
	Rameses's Raffica	-	■	-	■	-	-
	Elena's Raffica	-	-	-	■	■	-
	Chloe's Tau	■	-	-	■	-	-

GRENADES

The value of grenades in Uncharted 3 multiplayer cannot be overstated: the number of virtual lives that are ended (or saved) by these explosives is incalculable. Though deadly within the inner circle of their blast radius, they can also be employed as a deterrent, a feint to disguise an ambush, or simply thrown to cause disarray before you open fire: there's more to them than mere kills.

By default, every participant in a competitive multiplayer match begins each life with a single grenade; the allocations vary for co-op Game Types. The basic controls for using them are exactly the same as those found in the single-player game (see page 19), with a few new additions:

- Grenades can be dropped on the ground while rolling or leaping: simply tap L2 while performing either action. This can be useful if you are being charged or pursued by an opponent.

- A new feature for Uncharted 3 is the ability to pick up and hurl grenades that land at your feet, as you will have seen in the single-player adventure. When the △ prompt appears, you should see a small circular meter next to the icon. Tap △ as the marker passes through the white "sweet spot", and the throw will be successful. Press it outside this zone, or mash the button artlessly, and explosive failure is assured. The timing window is extremely tight when compared to the same feature in the single-player game on the Very Easy to Hard difficulty levels, and the "sweet spot" appears randomly in any position on the circular meter, so this is a technique that will take practice to perfect.

At the epicenter of a blast, grenades kill instantly. At the outer circle of their effect radius (see accompanying diagram), they can stun affected combatants for a few short but significant moments. They can also leave a thick smoke cloud, obscuring your view until it gradually clears.

While friendly fire from long guns and pistols is disabled in the majority of Game Types, grenades kill and injure both friend and foe indiscriminately. There is, therefore, a certain etiquette involved in their use. While few teammates will bear a lasting grudge for an accidental death at your hands (no matter how stridently they may denigrate your lineage and proclivities at the time), repeated team-killing may lead you to be kicked from a match: see Player Behavior on page 179 for further details.

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MELEE COMBAT

Hand-to-hand combat in Uncharted 3 multiplayer is far more raw and brutal than the choreographed encounters found in the single-player adventure. There are no counters, and exchanges last mere seconds. For those willing to practice and learn from experience, melee combat will be the source of many valuable kills.

Press ⊡ to strike an opponent in close proximity. There is a short delay before you can throw another punch; it also impedes your ability to move or aim weapons for a fraction of a second. In most Game Types, two punches are sufficient kill a player with full health, though this can be as high as three, or as few as one if a target is injured. There is a degree of auto-aiming, though you must ideally be facing your opponent to successfully land a blow. If you are not close enough, you will swing ineffectively at thin air – often with terminal consequences. If two participants in a brawl land a fatal blow almost simultaneously, both will die. Note that you can use ○ to try and counter a melee attack.

To perform a stealth kill, press ⊡ while positioned directly behind an opponent (R2) – the arrow on the character turns to a solid blue when the stealth kill can occur. These kills are quiet and deadly, but leave you vulnerable to attack until the move has been completed. We find that they work more consistently against stationary foes; if the target is moving, you may perform a punch instead, telegraphing your intentions. If in doubt, it can be better to weaken your quarry with a volley of bullets, then finish them with a one-hit takedown before they can react.

While hanging from a ledge, press ⊡ to reach up and attempt to grab an opponent directly above for an instant kill. Timing is important here: if the target isn't sufficiently close, you will still reach up and miss before returning to your hanging position, giving an opponent time to react. Players standing above such potential ambushes are far from defenseless: it's also possible to tap ⊡ to kick an adversary down, again with deadly consequences. Within the small zone of opportunity, the winner of a grab-versus-kick encounter will always be the player who launches the attack first.

If you and an opponent are hanging from the same ledge, press ⊡ and the appropriate direction on L to kick them to their death. Once again, the fastest finger triumphs in these situations.

PROGRESSION & CUSTOMIZATION

THE RANKING SYSTEM

You earn XP (and an equivalent cash sum in dollars) with accomplishments such as achieving kills, earning Medals, and winning matches. As you accumulate XP and reach certain milestones, you will rank up. Many unlockables become available for purchase at preset ranks, and you can purchase them by spending the cash at your disposal. An exclamation mark always appears next to the Profile shortcut at the top of the screen (and next to entries on the Loadout screen) when you have access to new unlocks.

Once you reach the max rank cap, you have the option to enable the Legacy mode. You can do up to three Legacy runs; after the third one, you will have reached the maximum rank in the game. Legacy awards you with an easily identifiable icon representing your skill and long service – but also resets all unlocks and increases their costs. Each time you reach a new Legacy level, you unlock a Badge of Honor. See page 193 for additional details.

The Progression Chart

Rank	EXP	Unlocked
1	0	◆ Weapon: AK-47 ◆ Weapon: G-MAL ◆ Weapon: Para 9 ◆ Booster Set 1: Come Here ◆ Booster Set 1: Endurance ◆ Booster Set 2: Power Hunter ◆ Booster Set 2: Daredevil ◆ Kickback: Speedy G ◆ Kickback: RPG ◆ Kickback: Explosives ◆ Competitive Weapon Mod: AK-47 Call Out ◆ Competitive Weapon Mod: G-MAL Blindfire Accuracy ◆ Competitive Weapon Mod: Para 9 Reload Speed ◆ Competitive Weapon Mod: AK-47 Scope Zoom ◆ Competitive Weapon Mod: G-MAL Call Out ◆ Competitive Weapon Mod: Para 9 Blindfire Accuracy ◆ Competitive Weapon Mod: AK-47 Reload Speed ◆ Competitive Weapon Mod: G-MAL Reload Speed ◆ Competitive Weapon Mod: Para 9 Clip Size ◆ Skin: Nathan Drake ◆ Skin: Talbot ◆ Co-op Booster 1: Endurance ◆ Co-op Booster 2: Monkey Man ◆ Co-op Kickback: Speedy G ◆ Co-op Kickback: Sniper
2	1,300	-
3	3,900	-
4	7,800	◆ Co-op Booster 1: Beast Mode ◆ Co-op Booster 2: Kickback Endurance ◆ Co-op Kickback: Militia Man ◆ Co-op Weapon Mod: AK-47 Reload Speed ◆ Co-op Weapon Mod: Para 9 Clip Size
5	13,100	◆ Skin: Elena Fisher
6	19,500	◆ Weapon: Dragon Sniper ◆ Booster Set 1: Beast Mode ◆ Booster Set 1: Let Me See ◆ Booster Set 2: Kickback Endurance ◆ Booster Set 2: Monkey Man ◆ Kickback: Smoke Bomb
7	27,200	-
8	36,000	◆ Co-op Booster 1: Scoped In ◆ Co-op Booster 2: Back in the Saddle ◆ Co-op Weapon Mod: G-MAL Blindfire Accuracy ◆ Co-op Weapon Mod: Arm Micro Reload Speed
9	46,100	◆ Kickback: Militia Man ◆ Competitive Weapon Mod: Dragon Sniper Call Out ◆ Competitive Weapon Mod: AK-47 Max Ammo
10	57,400	◆ Weapon: Arm Micro ◆ Booster Set 1: Scoped in ◆ Booster Set 1: Cloaked ◆ Booster Set 2: Treasure Hunter ◆ Booster Set 2: Deposit ◆ Skin: Rameses
11	69,700	◆ Co-op Kickback: Riot Shield ◆ Co-op Weapon Mod: Raffica Pistol Blindfire Accuracy ◆ Co-op Weapon Mod:Dragon Sniper Reload Speed ◆ Co-op Weapon Mod: M9 Reload Speed
12	83,200	◆ Kickback: Cursed Idol ◆ Competitive Weapon Mod: Arm Micro Reload Speed ◆ Competitive Weapon Mod: AK-47 Clip Size
13	97,800	◆ Competitive Weapon Mod: G-MAL Max Ammo ◆ Competitive Weapon Mod: Dragon Sniper Reload Speed
14	113,600	◆ Co-op Booster 1: Regeneration ◆ Co-op Booster 2: Overstock ◆ Co-op Weapon Mod: Para 9 Reload Speed ◆ Co-op Weapon Mod: AK-47 Clip Size
15	130,400	◆ Co-op Booster 1: Regeneration ◆ Co-op Booster 1: Fleet Foot ◆ Co-op Booster 2: Ammo Award ◆ Co-op Booster 2: Back in the Saddle ◆ Kickback: Quick Boom ◆ Skin: Victor Sullivan
16	148,200	◆ Weapon: M9 ◆ Competitive Weapon Mod: Para 9 Accuracy ◆ Competitive Weapon Mod: Arm Micro Clip Size
17	167,100	◆ Co-op Kickback: Quick Boom ◆ Co-op Weapon Mod: Arm Micro Clip Size ◆ Co-op Weapon Mod: G-MAL Reload Speed ◆ Co-op Weapon Mod: KAL-7 Reload Speed
18	187,000	◆ Competitive Weapon Mod: M9 Call Out ◆ Competitive Weapon Mod: AK-47 Blindfire Accuracy
19	207,800	◆ Kickback: Cash'em In ◆ Competitive Weapon Mod: G-MAL Clip Size ◆ Competitive Weapon Mod: Arm Micro Blindfire Accuracy
20	229,700	◆ Booster Set 1: Sugar Buddy ◆ Booster Set 2: For My Buddy ◆ Competitive Weapon Mod: M9 Scope Zoom ◆ Skin: Katherine Marlowe

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Rank	EXP	Unlocked
21	252,500	◆ Co-op Booster 1: Fleet Foot ◆ Co-op Booster 2: Bargain ◆ Co-op Kickback: Shottie ◆ Co-op Weapon Mod: Raffica Pistol Reload Speed ◆ Co-op Weapon Mod: M9 Clip Size
22	276,300	◆ Competitive Weapon Mod: Dragon Sniper Max Ammo ◆ Competitive Weapon Mod: M9 Max Ammo
23	300,900	◆ Weapons: Raffica Pistol ◆ Kickback: Sniper
24	326,500	◆ Competitive Weapon Mod: Raffica Pistol Reload Speed ◆ Competitive Weapon Mod: G-MAL Accuracy
25	352,900	◆ Booster Set 1: Explosive Shell Expert ◆ Booster Set 2: Bargain ◆ Co-op Booster 2: Revenge ◆ Skin: Chloe Frazer
26	380,200	◆ Co-op Kickback: Explosives ◆ Co-op Weapon Mod: Para 9 Blindfire Accuracy ◆ Co-op Weapon Mod: Dragon Sniper Clip Size
27	408,300	◆ Kickback: Disruption ◆ Competitive Weapon Mod: Arm Micro Rate of Fire
28	437,300	◆ Competitive Weapon Mod: AK-47 Accuracy ◆ Competitive Weapon Mod: M9 Reload Speed
29	467,000	◆ Co-op Booster 1: Explosive Expert ◆ Co-op Booster 2: Team Safe ◆ Co-op Weapon Mod: Arm Micro Blindfire Accuracy ◆ Co-op Weapon Mod: KAL-7 Clip Size
30	497,500	◆ Booster Set 1: Booty Buddy ◆ Booster Set 1: Stealth Buddy ◆ Competitive Weapon Mod: Dragon Sniper Clip Size ◆ Competitive Weapon Mod: Raffica Pistol Blindfire Accuracy ◆ Skin: Dead Agent
31	528,800	◆ Weapon: KAL-7 ◆ Kickback: Shottie
32	560,800	◆ Co-op Kickback: Team Medic ◆ Co-op Weapon Mod: Raffica Pistol Clip Size ◆ Co-op Weapon Mod: G-MAL Clip Size ◆ Co-op Weapon Mod: M9 Blindfire Accuracy
33	593,500	◆ Competitive Weapon Mod: KAL-7 Call Out ◆ Competitive Weapon Mod: M9 Clip Size
34	627,000	◆ Competitive Weapon Mod: KAL-7 Scope Zoom
35	661,100	◆ Booster Set 1: Explosive Expert ◆ Booster Set 2: Team Safe ◆ Kickback: Carpet Bomb ◆ Skin: Charlie Cutter
36	695,900	◆ Co-op Kickback: Carpet Bomb ◆ Co-op Weapon Mod: Para 9 Accuracy ◆ Co-op Weapon Mod: AK-47 Blindfire Accuracy
37	731,300	◆ Competitive Weapon Mod: Raffica Pistol Clip Size
38	767,300	◆ Competitive Weapon Mod: KAL-7 Max Ammo
39	803,900	◆ Kickback: Gotcha ◆ Competitive Weapon Mod: M9 Blindfire Accuracy
40	841,200	◆ Weapon: Tau Sniper ◆ Booster Set 1: Thanks Buddy ◆ Booster Set 2: Explosive Buddy ◆ Skin: Suited Marlowe
41	879,000	◆ Co-op Kickback: Juggernaut ◆ Co-op Weapon Mod: Arm Micro Rate of Fire ◆ Co-op Weapon Mod: KAL-7 Blindfire Accuracy
42	917,300	◆ Competitive Weapon Mod: KAL-7 Reload Speed ◆ Competitive Weapon Mod: Tau Sniper Reload Speed
43	956,100	◆ Kickback: Cluster Bomb ◆ Competitive Weapon Mod: M9 Rate of Fire
44	995,400	◆ Co-op Kickback: Mega Bomb ◆ Co-op Weapon Mod: Raffica Pistol Accuracy ◆ Co-op Weapon Mod: Dragon Sniper Max Ammo
45	1,035,300	◆ Booster Set 1: Weapon Expert ◆ Booster Set 2: Ammo Award ◆ Competitive Weapon Mod: Tau Sniper Call Out ◆ Skin: Suited Drake
46	1,075,600	◆ Co-op Weapon Mod: AK-47 Accuracy ◆ Co-op Weapon Mod: M9 Rate of Fire
47	1,116,300	◆ Kickback: Hammer Time ◆ Competitive Weapon Mod: Raffica Pistol Accuracy
48	1,157,500	◆ Competitive Weapon Mod: KAL-7 Clip Size
49	1,199,000	◆ Co-op Kickback: Army of Three ◆ Co-op Weapon Mod: G-MAL Accuracy ◆ Co-op Weapon Mod: KAL-7 Rate of Fire
50	1,241,000	◆ Weapon: FAL-SS ◆ Skin: Suited Sully
51	1,283,500	◆ Kickback: Juggernaut ◆ Competitive Weapon Mod: Tau Sniper Rate of Fire ◆ Competitive Weapon Mod: FAL-SS Blindfire Accuracy
52	1,326,600	◆ Competitive Weapon Mod: KAL-7 Blindfire Accuracy
53	1,370,100	◆ Competitive Weapon Mod: FAL-SS Reload Speed
54	1,414,200	◆ Competitive Weapon Mod: FAL-SS Call Out ◆ Co-op Kickback: Cluster Bomb
55	1,458,800	◆ Kickback: Mega Bomb ◆ Competitive Weapon Mod: KAL-7 Rate of Fire ◆ Skin: Desert Talbot
56	1,504,100	◆ Weapon: Jade Para 9
57	1,549,900	◆ Competitive Weapon Mod: FAL-SS Max Ammo
58	1,596,400	◆ Competitive Weapon Mod: FAL-SS Clip Size
59	1,643,500	◆ Co-op Kickback: Protector
60	1,691,200	◆ Kickback: Creepy Crawler ◆ Competitive Weapon Mod: FAL-SS Accuracy ◆ Skin: Salim
61	1,739,600	-
62	1,788,800	-
63	1,838,600	-
64	1,889,200	-
65	1,940,500	◆ Weapon: Jade AK-47 ◆ Skin: Young Marlowe
66	1,992,600	-
67	2,045,600	-
68	2,099,300	-
69	2,153,900	-
70	2,209,300	◆ Skin: Young Sully
71	2,265,600	-
72	2,322,800	-
73	2,381,000	-
74	2,440,000	-
75	2,500,000	◆ Weapon: Jade M9 ◆ Skin: Desert Drake

Making a welcome return from Uncharted 2, Medals (and their accompanying cash bonus) are awarded whenever you meet specific requirements during play. There are dozens of these to collect. While some appear across multiple Game Types, others are specific to certain play modes.

Medals aren't simply a pat on the back with a chunk of change to sweeten any sense of achievement: they're the principal means by which you gain ranks. After a reasonably successful match in most Game Types, the total cash accrued from Medals – which translates to XP – will usually eclipse all other financial rewards by a comfortable margin. If you want to speed through the ranks to obtain new unlockables, identifying a Game Type where you can win Medals aplenty is a smart move.

You can study the conditions for all Medals (and your totals to date) via the Records option at the Main Menu.

Competitive Medals

Icon	Name	Requirement	Value (₹)	Deathmatch	Objective	Hunter	Notes
	Captured	Team captures a Treasure	500	-	■	■	Happens every time you score in the corresponding Game Types.
	Assistant	3 kill assists	250	■	■	■	A fairly common Medal if you are working closely with a Buddy or other teammates.
	Afterlife	Defeat an opponent after you die	150	■	-	■	Most frequently awarded for post-death grenade kills, or when your final blow in a melee brawl lands a fraction of a second later than your opponent's decisive punch.
	Gunslinger	Defeat 3 enemies using pistols	500	■	■	-	Applies to all pistols, including power weapons. If you are actively seeking this Medal, the Mag 5 is a great asset if you can find one.You only need make the final kill with a weapon: it's fine to soften an opponent up by other means beforehand.
	Commando	Defeat 3 enemies using long guns	250	■	■	-	You must make the final kill with a long gun, but it's okay to weaken a foe by other means beforehand.
	Fisticuffs	Defeat 2 enemies using hand-to-hand	500	■	■	-	A melee attack must be the decisive blow to count towards this Medal. Includes stealth and ledge-based melee kills.
	Strike Three	Kill 3 enemies without dying	350	■	■	-	A relatively common medal, this shouldn't be too hard to obtain during periodic purple patches – especially if you snag a power weapon or occupy a defensible position.
	Streak	Kill 5 enemies without dying	750	■	-	-	This requires a little skill, a power weapon, or a lot of luck.
	Fury	Kill 15 enemies without dying	1,250	■	-	-	You'll generally need to be picking off targets from distance in a defensible position, or enjoying a clear run on a turret.
	Rage	Kill 20 enemies without dying	2,000	■	-	-	One of the most difficult Medals to earn, eclipsed only by Rampant.
	Rampant	Kill 25 enemies without dying	3,000	■	-	-	The final Medal in the sequence that begins with Strike Three, and an accolade that few players will ever achieve.
	Drop It	Kill a player when they are carrying a Treasure	500	-	■	■	"Treasure" refers to the idols carried to capture points. To avoid gifting these to opponents in relevant Game Types, use the throw function to hold onto the Treasure no longer than is necessary.
	Double Down	Defeat 2 enemies in quick succession	350	■	-	-	Often accomplished with explosive weapons (most commonly grenades), but also fairly common in gun battles.
	Tripled	Defeat 3 enemies in quick succession	500	■	-	-	Can be accomplished with standard guns, but often requires a pinpoint grenade throw, judicious use of power weapons or access to a turret, and opposing players who are slow to respond.
	Connect Four	Defeat 4 enemies in quick succession	750	■	-	-	Requires great skill or fantastic luck to accomplish without access to a turret, or explosive power weapons and a tightly packed enemy formation.
	Five Not Alive	Defeat 5 enemies in quick succession	1,000	■	-	-	Generally only possible if you are lucky enough to get the drop on opponents at a new spawn point after at least a couple of prior kills.
	Fire In The Hole	Kill 2 enemies at once with an explosion	500	■	■	■	Easier to achieve with the Cluster Bomb Medal Kickback.
	BBQ	Kill an enemy with a propane tank	750	■	■	■	To obtain this Medal, you must shoot a propane tank close to an opponent. A composed marksman will find opportunities to obtain this Medal on the Yemen map, where propane tanks are relatively abundant.
	Expansionist	Capture 5 territories	1,000	-	■	-	Requires a great amount of team coordination.
	Assassin	Defeat 3 enemies using stealth kills	1,000	■	■	■	Easier to achieve if you have the Cloaked Booster equipped, and the Speedy G Medal Kickback active.
	Pull Down	Pull an enemy off a ledge	500	■	■	■	The towers and balconies of the Yemen map are a happy hunting ground if you are seeking this Medal.
	Kick Off	Kick an enemy off a ledge	500	■	■	■	The upper floor of the Chateau map is a good bet if you are seeking this Medal.
	Triple Threat	Defeat 3 enemies using long guns, 3 using pistols, and 3 with explosives	1,250	■	■	-	A reward for players who like to mix up their tactics. You do not need to use a single weapon throughout – it is the method of killing that counts, not how you might soften them up beforehand.

Icon	Name	Requirement	Value (↑)	Deathmatch	Objective	Hunter	Notes
	Spray and Pray	Kill 5 enemies with blindfire	500	■	■	■	This is, naturally, easier to accomplish if you favor weapons with a high blindfire accuracy.
	Head Hunter	Kill 3 enemies with headshots	750	■	■	■	Not necessarily the sole preserve of snipers – even automatic pistols can be used to acquire this Medal.
	The Long Ranger	Kill 3 enemies from 70 meters away	1,000	■	■	■	Easy to acquire using the T-Bolt Sniper.
	Shut'em Down	End an enemy's 5-kill streak	750	■	■	■	A rare Medal. If you notice that an opponent just killed multiple targets in a row (or at once, for example with a grenade), prioritize him or her.
	Tip Off	First to grab the Treasure in a game	500	-	■	-	An easy $500 if you are using Endurance and/or Monkey Man.
	Protectorate	Kill an enemy that is damaging the Treasure carrier	250	-	■	■	Play Game Types such as Plunder and act as a bodyguard for your team's Treasure carrier.
	No Cigar	Kill the Treasure carrier right before they score	750	-	■	■	Play Plunder and stay near chests where the enemy team is likely to score. Kill their Treasure carrier a few meters before they score.
	None Shall Pass	Get 5 kills during King of the Hill while inside the Hill	1,000	-	■	-	This requires a bit of luck, but is more easily achieved by finding a less exposed corner in a Hill (where you're less likely to be caught in grenade explosions).
	First!	Get the first kill of a game	500	■	-	-	Sprint to increase your chances to get this.
	Defender	Kill a player that is actively shooting one of your teammates	250	■	-	■	It's easier to secure this Medal by moving as a group.
	Fly on the Wall	Kill a player that is climbing	500	■	■	■	Easier to achieve on maps that offer lots of climbing opportunities, such as Yemen.
	Tricky	Kill a player using a pistol while hanging	500	■	■	■	A great Medal to earn using the Mag 5 power weapon.
	Unlucky	Die 5 times with no kills	100	■	■	■	If you really want this Medal, just get yourself killed without ever opening fire.
	Retaliation	Kill the last player that killed you	250	■	■	-	Can sometimes be obtained by tossing a grenade towards an opponent about to kill you.
	Executioner	Kill a VIP during a Power Play	250	■	■	-	Make sure you play Game Type with Power Plays enabled.
	Guard Duty	Protect a VIP during a Power Play	350	■	■	-	As soon as a Power Play begins, regroup with the rest of your team and stay close to your VIP.
	Avenger	Kill an enemy that just killed a teammate	250	■	-	-	Easy if you play with a Buddy.
	Acquisitions	Get 4 Treasures	750	■	■	■	Work with your teammates to secure four Treasures while they protect you.
	Oh Snap!	Perform a stealth kill	250	■	■	■	An easy Medal. Just press ○ while approaching an enemy from behind.
	Dangerous	Kill every member of the other team once	500	■	■	-	Pay attention to your opponents' tags to identify any you haven't killed yet.
	Death From Above	Kill an enemy while in midair	500	■	■	-	Easier to achieve on maps with multiple floor levels. The Highrise buildings can be a good spot for this.
	Hail Mary	Get a grenade kill from 50 meters away	750	■	■	■	To try your luck without risking killing an ally, throw a grenade towards the other team's spawn points at the very beginning of a match.
	Lucky…	Survive 2 grenade explosions	250	■	■	-	Stand at the border of a Hill occupied by your team to test your luck.
	Riot Starter	Kill every member of the other team twice	750	■	-	-	This requires skill, a methodical approach… and luck.
	Extinction	Kill every member of the other team 3 times	1,000	■	-	-	
	Pull!	Kill an airborne enemy	350	■	■	■	Easier to achieve with a sniper rifle.
	Covered	Stay in cover for a total of 1 minute	50	■	■	■	Choose a quiet corner of a map and take cover. Avoid firing so as not to draw any attention.
	Stay Low	Stay in cover for a total of 2 minutes	100	■	■	■	
	Deep Cover	Stay in cover for a total of 3 minutes	150	■	■	■	
	Dizzy	Roll more than 25 times	50	■	■	■	An easy Medal to get. Just keep rolling as you run around.

Competitive Medals

Icon	Name	Requirement	Value (₹)	Deathmatch	Objective	Hunter	Notes
	Sunday Stroll	Run more than 1000 meters	100	■	■	■	You will often get this Medal if you're constantly on the move, which you should be.
	Marathon Runner	Run more than 1500 meters	200	■	■	■	
	Think Vertically	Spend more than a minute climbing	100	■	■	■	You're an easy target while climbing, so find a quiet wall section, or climb in an unpredictable manner (and not in straight lines).
	Comeback	Get a kill after dying 5 times in a row	150	■	■	■	Will happen automatically when you kill your first opponent after a loss streak.
	Three Kickback King	Use 3 Medal Kickbacks in one game	350	■	■	-	Keep activating Medal Kickbacks the moment they become available.
	In Your Face	Taunt 5 enemies that you've killed	350	■	■	-	Make sure you only taunt a victim if you're not in a dangerously open position.
	Three Medal Pickup	Open a chest	50	■	■	■	You need to get three Medals from chests.
	Just Cash	Pick up a Treasure that only gives cash	250	■	■	■	Keep opening chests until you get this Medal.
	Yippie-Kai-Yay	Get a kill while on a zip line	500	■	-	■	Due to their speed of movement, it's usually a good idea to aim just ahead of your target.
	No Turret For You	Kill an enemy on a turret	500	■	-	-	Either approach your target from a blind spot or use an RPG-7.
	Hard Target	Survive the entire minute as a Marked Man	500	■	-	-	Be very cautious, and try to be protected by your teammates.
	Here, Hold This	Kill an enemy with a throwback grenade	500	■	■	■	Easy to achieve, for example when you occupy a Hill or Territory. Pre-align the camera to aim and tap △ as the marker passes through the white "sweet spot".
	Defused	Kill an enemy about to throw a kickback grenade	500	■	■	■	Throw a grenade at a target in your line of sight. If they attempt to perform a throwback, quickly take them down.
	Drake's On A Plane	End the Airstrip sequence as the leading team	350	■	-	-	See our tips for this map on page 213.
	Power Killer	Get 3 kills with power weapons	500	■	-	-	Learn the location of each power weapon and rush to them to maximize your chances.
	High Five	High five with your Buddy over an enemy you defeated together	150	■	■	-	Combine with your Buddy to take down an opponent together, then run to the body of your fallen foe's corpse and hold ✣.
	Hunted!	Kill a hero as a hunter	150	-	-	■	Play a Hunter game and simply kill a member of the Heroes team.
	Frag 'Em	Get 3 kills with grenades	500	■	■	-	Throw grenades where your opponents are likely to gather, for example in Hills or Territories.
	Road Rage	Kill an enemy by blowing up a car next to them	500	■	-	-	If you see an enemy taking cover behind a car, immediately throw a grenade at the vehicle.

Co-op Medals

Icon	Name	Value (₹)	Requirement
	Captured	500	Your team captures the idol.
	Medic	250	Rescue 2 downed teammates.
	Big Bang	500	Kill 3 enemies with one grenade.
	Purple Heart	250	Get revived 5 times in one game.
	Punch Out	250	Defeat 3 enemies with melee attacks in one game.
	Let 'Em Go	250	Defeat an enemy who is choking a teammate.
	Unyielding	500	Push the cart all the way to the gate without stopping in Co-op Adventure – London Underground.
	Covert Ops	500	Defeat 3 enemies using stealth.

Icon	Name	Value (₹)	Requirement
	Heat Seeker	500	Defeat 3 enemies with one rocket.
	Master Chef	750	Defeat 3 enemies with a single propane tank.
	Road Rage	500	Defeat an enemy with an exploding car.
	Dead Eye	250	Defeat 3 enemies quickly with a sniper rifle.
	Gift Giver	250	Assist in killing 10 enemies.
	Long Gun Fever	250	Get 5 kills with any long gun.
	Wild West	250	Get 5 kills with any pistol.
	Head Cracker	500	Get 5 headshots.

Co-op Medals

Icon	Name	Value (¤)	Requirement
	Tricky Boy	250	Get 5 kills with pistols or grenades while hanging.
	Gate Keeper	250	Kill a co-op boss.
	If It Bleeds	500	Kill a Brute.
	Hot Potato	250	Make 2 enemies drop a grenade by shooting them.
	While They're Down	250	Kill an enemy in a knocked-down state.
	Many Hands	250	Lift a statue to reveal an idol in Co-op Adventure – Syria.
	Everything In Its Place	250	Place an idol in Co-op Adventure – Syria.
	Riot Control	250	Kill 5 enemies with a shield bash.
	No Look	250	Get 10 kills while blindfiring.
	Mad Bomber	250	Get 10 kills with grenades.

Icon	Name	Value (¤)	Requirement
	Master Basher	250	Bash open a crate in Co-op Adventure – Borneo.
	Hang in There	500	Activate the interactive "keys" with enemies still alive in Co-op Adventure – Monastery.
	Escape Artist	250	Escape and kill your captor in Co-op Adventure – Monastery.
	Curator	500	Don't allow any RPG-7 rockets to hit the statue Co-op Adventure – Monastery.
	Knock Knock	250	Destroy the sealed-off wall to the Secret Library in Co-op Adventure – London Underground.
	Mow 'Em Down	250	Get 10 kills with a turret.
	Return to Sender	250	Kill 3 enemies with thrown-back grenades.
	Hawk Down	250	Play the Syria level in Co-op Adventure and take down a helicopter using an RPG-7.

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BOOSTERS

As you rank up in Uncharted 3's multiplayer mode, you can pick from an increasingly wide range of power-ups called Boosters – perks that confer a special aptitude. There are two Booster slots (both can be active at a time), each having a distinct set of unique perks.

Boosters begin at Level 1 when first purchased and equipped, offering a reduced or feature-limited version of their true power. To upgrade your Boosters and max them out at Level 3, you need to acquire certain Medals with that Booster equipped.

Paid Boosters are distinct from regular Boosters in that they do not have levels, and are purchased for a single match only. The option to buy one is offered before the start of each session (unless the Game Type in question does not allow them). While the advantages these can provide make them extremely tempting, buying them is a huge drain on funds you could use to unlock other features: while you might consequently enjoy greater success, you're unlikely to recoup the expenditure. As a rule, low-rank players should only consider them if they want to be ultra-competitive in a forthcoming grudge match, or have no immediate interest in expanding their Loadout options. Veterans who have purchased all potential unlocks, however, can consider the regular use of Paid Boosters a reward for their dedication.

There is a unique Booster variant known as a "Badge of Honor". These are unlocked by reaching the ranking cap and enabling the Legacy mode. This can be done four times (the initial one plus three Legacy runs); each time you reach a new Legacy level, you unlock a Badge of Honor. Badges of Honor confer significant disadvantages on the user, but lead to noteworthy cash bonuses (plus bragging rights) if you can overcome the handicap to enjoy success in a match.

Competitive Boosters: Slot 1

Icon	Name	Cost (¤)	Level 1	Medal to level up	Level 2	Medal to level up	Level 3
	Come Here	0	See the enemy that killed you if they're within a short distance until they die	Retaliation (x15)	The distance you can see your opponent is increased	Retaliation (x45)	The distance you can see your opponent is increased significantly
	Endurance	5,000	Decrease sprint recovery time	Sunday Stroll (x5)	The effects of Level 1 with increased sprint duration	Marathon Man (x12)	Sprint recovery time is decreased further
	Beast Mode	7,000	Move faster with heavy objects	Captured (x12)	The speed you move with heavy objects is increased	Captured (x36)	The speed you move with heavy objects is increased significantly
	Let Me See	7,000	After two or more deaths with no kills you see all opponents for a short time	Avenger (x15)	The duration for which you see opponents is increased	Avenger (x45)	The duration for which you see opponents is increased significantly
	Scoped In	9,000	Reduced pain wobble while scoped in	The Long Ranger (x8)	Pain wobble is reduced further	The Long Ranger (x24)	No pain wobble while scoped in
	Cloaked	9,000	Opponents will not see your player arrow and you are difficult to hear	Assassin (x5)	You become even more difficult to hear	Assassin Medals (x15)	You make no sound while moving and also become immune to disruption

Competitive Boosters: Slot 1

Icon	Name	Cost (¥)	Level 1	Medal to level up	Level 2	Medal to level up	Level 3
	Regeneration	15,000	Recover from wounds faster	Lucky… (x10)	Recovery speed is increased	Lucky… (x30)	Recovery speed is increased significantly
	Fleet Foot	15,000	Move faster while aiming	Commando (x10)	The speed you moved while aiming is increased	Commando (x30)	The speed you moved while aiming is increased significantly
	Explosive Shell Expert	30,000	Increase M32-Hammer ammo by 1	Fire in the Hole (x5)	The effects of Level 1 and increase RPG-7 ammo by 1	Fire in the Hole (x15)	The amount of additional M32-Hammer ammo increased to 2
	Explosive Expert	50,000	Start every match with an additional grenade slot	Frag 'Em (x8)	The effects of Level 1 and spawn with an additional grenade when killed by one	Frag 'Em (x24)	Start every match with two extra grenade slots and spawn with an additional grenade when killed by one
	Weapon Expert	75,000	Add one additional MOD slot to all pistols	Gunslinger (x8)	The effects of Level 1 and quickly swap between your pistol and long gun	Triple Threat (x15)	The effects of Level 2 and add one additional MOD slot to all long guns
	Sugar Buddy	100,000	Receive a quarter of the cash your buddy earns	-	-	-	-
	Booty Buddy	125,000	Get rewards from chests when your buddy does	-	-	-	-
	Thanks Buddy	150,000	Get a medal for every 3 your buddy earns	-	-	-	-

Competitive Boosters: Slot 2

Icon	Name	Cost (¥)	Level 1	Medal to level up	Level 2	Medal to level up	Level 3
	Power Hunter	0	See the location of power weapons within a short distance	Power Killer (x7)	The distance you see power weapons is increased	Power Killer (x21)	The distance you see Power Weapons is increased significantly
	Daredevil	5,000	Taunt over the body of an opponent you've killed to receive a clip of ammo	In Your Face (x5)	The effects of Level 1 and you also receive a grenade	In Your Face (x15)	The amount of ammo you receive is increased to two clips
	Kickback Endurance	7,000	Increase Medal Kickback duration by a short length of time	Three Kickback Kings (x8)	The amount of time added is increased	Three Kickback Kings (x24)	The amount of time added is increased significantly
	Monkey Man	7,000	Move faster while climbing	Pull Down (x8)	Climb speed is increased	Pull Down (x24)	Climb speed is increased significantly
	Treasure Hunter	9,000	You have a better chance to receive Treasures from chests	Acquisitions (x5)	The chance to receive a Treasure is increased	Acquisitions (x15)	The chance to receive a Treasure is increased significantly
	Deposit	9,000	You receive more money from medals	Expansionist (x5)	The money received is increased	Expansionist (x15)	The money received is increased significantly
	Back in the Saddle	15,000	Respawn time reduced by 2 seconds	Three Medal Pickup (x12)	Respawn time reduced by 3 seconds	Three Medal Pickup (x36)	Respawn time reduced by 4 seconds
	Revenge	15,000	Drop a live grenade upon death if you have one available	Afterlife (x10)	Always drop a live grenade upon death	Afterlife (x30)	The effects of Level 2, or drop an active Medal Kickback grenade if one is available
	Bargain	30,000	Decrease Medal Kickbacks by 1	Three Kickback King (x8)	The effects of Level 1 and always show the color gold when activating a kickback	Three Kickback King (x24)	The decrease in Medal Kickback costs is changed to 2
	Team Safe	50,000	Explosives do not knock you down and teammates only receive 1/2 damage from your explosives	High Five (x5)	The effects of Level 1, but teammates receive no damage from your explosives	High Five (x15)	The effects of Level 2 and teammates do not get knocked down from your explosives
	Ammo Award	75,000	Receive additional ammo for every Commando or Gunslinger medal you get	Streak (x3)	The ammo you receive is increased	Streak (x9)	The ammo you receive is increased significantly
	For My Buddy	100,000	See the location of the opponent that killed your Buddy until they die	-	-	-	-
	Stealth Buddy	125,000	Fill your Medal Kickback when your Buddy gets a stealth kill	-	-	-	-
	Explosive Buddy	150,000	Get a grenade for each of your Buddy's grenade kills	-	-	-	-

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Co-op Boosters: Slot 1

Icon	Name	Cost ($)	Level 1	Medal to level up	Level 2	Medal to level up	Level 3
	Endurance	0	Decrease sprint recovery time	Punch Out (x12)	The effects of Level 1 with increased sprint duration	Punch Out (x36)	Sprint recovery time is decreased further
	Beast Mode	10,000	Move faster with heavy objects	Wild West (x12)	The speed you move with heavy objects is increased	Wild West (x36)	The speed you move with heavy objects is increased significantly
	Scoped In	20,000	Reduced pain wobble while scoped in	Dead Eye (x8)	Pain wobble is reduced further	Dead Eye (x24)	No pain wobble while scoped in
	Regeneration	60,000	Recover from wounds faster	Medic (x12)	Recovery speed is increased	Medic (x36)	Recovery speed is increased significantly
	Fleet Foot	40,000	Move faster while aiming	Long Gun Fever (x15)	The speed you moved while aiming is increased	Long Gun Fever (x45)	The speed you moved while aiming is increased significantly
	Explosive Expert	75,000	Start every match with an additional grenade slot	Mad Bomber (x5)	The effects of Level 1 and spawn with an additional grenade when killed by one	Mad Bomber (x15)	Start every match with two extra grenade slots and spawn with an additional grenade when killed by one

Co-op Boosters: Slot 2

Icon	Name	Cost ($)	Level 1	Medal to level up	Level 2	Medal to level up	Level 3
	Monkey Man	0	Move faster while climbing	Tricky Boy (x8)	Climb speed is increased	Tricky Boy (x24)	Climb speed is increased significantly
	Kickback Endurance	10,000	Increase Medal Kickback duration by a short length of time	Hot Potato (x5)	The amount of time added is increased	Hot Potato (x15)	The amount of time added is increased significantly
	Back in the Saddle	20,000	Respawn time reduced by 2 seconds	If It Bleeds (x2)	Respawn time reduced by 4 seconds	If It Bleeds (x6)	Respawn time reduced by 6 seconds
+5	Overstock	40,000	Medal Kickback limit increased by 3	Covert Ops (x8)	Medal Kickback limit increased by 4	Covert Ops (x24)	Medal Kickback limit increased by 6
	Bargain	60,000	Decrease Medal Kickbacks by 1	In the Soft Spot (x5)	The effects of Level 1 and always show the color gold when activating a kickback	In the Soft Spot (x15)	The decrease in Medal Kickback costs is changed to 2
	Team Safe	75,000	Explosives do not knock you down and teammates only receive 50% damage from your explosives	Let 'Em Go (x12)	The effects of Level 1, but teammates receive no damage from your explosives	Let 'Em Go (x36)	The effects of Level 2 and teammates do not get knocked down from your explosives
	Ammo Award	100,000	Receive additional ammo for every Long Gun Fever or Wild West medal you get	Head Cracker (x8)	The ammo you receive is increased	Head Cracker (x24)	The ammo you receive is increased significantly

Paid Boosters

Icon	Name	Cost ($)	Effect
	Bargain	15,000	Medal Kickback cost reduced by 1
	Explosive Expert	12,000	Extra grenade Slot
	PING!	25,000	Show the location of all enemies within 15m
	Untraceable	25,000	No bullet tracers

Badges of Honor

	Icon	Name	Effect
Competitive		Out of Breath	Sprint recovery time is 50% slower
		Slow Healing	Health regeneration is 50% slower
		Flat Footed	Movement while aiming is 50% slower
		No grenades	You have no grenade slots
Co-op		Extra Kickback Costs	Medal Kickbacks cost more Medals to use
		Small Pockets	You spawn with half ammo
		Invalid	You have half health
		No Power Weapons	You can't pick up power weapons

MODE

MEDAL KICKBACKS

Medal Kickbacks are temporary, single-use bonuses that are obtained by accumulating a specified number of Medals, and can be claimed or activated by pressing ✠. While Boosters and weapon mods often confer rather discrete advantages, many Kickbacks are effectively superpowers: the instant award of an RPG-7 (with two rockets), enhanced movement speed, disappearing from a dangerous skirmish in a puff of smoke.

Your progress towards your next Kickback appears in the top left-hand corner of the screen; a flashing ✠ icon will appear (along with vocal prompts by the match commentator) when it is ready for use. Once a Medal Kickback becomes available, don't save it for too long. While you can continue to accumulate Medals, the Medal Kickback counter will be frozen until you have activated your current boon.

A player activating a Medal Kickback is always marked by a colored flare. This can be a blessing and a curse. Some opponents may flee, fearing the consequences of an engagement while your temporary advantage is active. Others may anticipate an RPG-7 to steal, and redouble their efforts. In any case, the visual effect attracts attention. Be sure that you are ready for it.

The effects of Kickbacks are instant. Timed effects can be made more persistent with the Kickback Endurance Booster.

		PURCHASE COST ($)		MEDAL COST		
Icon	Name	Comp	Co-op	Comp	Co-op	Effect
	Speedy G	0	0	7	3	Speed boost (20 seconds)
	RPG!!!	0	-	8	-	Spawns an RPG-7
	Smoke Bomb	7,500	-	7	-	Allows you to vanish
	Milita Man	12,500	10,000	7	6	You don't have to reload (30 seconds)
	Cursed Idol	25,000	-	7	-	Throw an idol that releases a cloud of gas that curses anyone who enters it
	Quick Boom	32,500	25,000	7	5	Thrown grenades go off instantly (20 seconds)
	Cash'em In	40,000	-	7	-	Double your cash earnings (30 seconds)
	Sniper	50,000	0	10	7	Spawns a T-Bolt Sniper
	Explosives	0	45,000	7	7	Receive two grenades
	Disruption	60,000	-	7	-	Nearby enemies cannot see player arrows (45 seconds)
	Shottie	70,000	35,000	10	6	Spawns an SAS-12 shotgun
	Carpet Bomb	80,000	75,000	7	7	Throw 3 grenades at once
	Gotcha	95,000	-	9	-	Show the location of all enemies (30 seconds)
	Cluster Bomb	110,000	155,000	10	8	One grenade explodes into multiple
	Hammer Time	125,000	-	12	-	Spawns an M32-Hammer
	Juggernaut	140,000	90,000	14	9	Makes you invincible (6 seconds)
	Mega Bomb	160,000	115,000	14	8	One massive grenade explosion
	Creepy Crawler	175,000	-	17	-	Transform into a swarm of insects (20 seconds)
	Team Medic	-	60,000	-	11	All players on team instantly get healed and revived if they are down
	Army of Three	-	135,000	-	10	Temporary area of effect that gives all players in area double damage. Moves with player who activated it
	Riot Shield	-	15,000	-	5	Spawns a Riot Shield
	Protector	-	175,000	-	9	Temporary area of effect that makes players in that area take 50% damage. Moves with player who activated it

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Treasures are collectible items that appear during multiplayer sessions, either as drops from dead opponents or inside large wooden chests. Treasures are marked by the following distinctive icons:

The gold closed chest icon indicates a Treasure dropped by an opponent. These will disappear after approximately 60 seconds. The match commentator will inform you when a Treasure is dropped, or when it is due to be removed from the battlefield. Only you (and your Buddy) can see or collect these Treasures.

A green closed chest icon marks a Treasure belonging to your current Buddy, dropped by an enemy they killed. There is no reward for collecting these (the Treasure is handed straight to its rightful owner), but it may encourage an unknown partner to fulfill the same task for you.

This open chest icon indicates that Treasure is available in a fixed location. Unlike other Treasures, these are visible to all participants in a match, and disappear once they have been picked up. Naturally, the appearance of these collectibles often causes players to converge on this location, so it's wise to be prepared for combat as you approach them, even if the coast appears clear.

Press △ to collect a Treasure when the onscreen prompt appears. The game engine gives these pickups priority over weapons, so as long as you position yourself directly over the glimmering item itself, you won't need to endure unintended equipment changes.

When you pick a Treasure up (or have a Treasure drop from a slain enemy collected by your Buddy), you will randomly receive one of the following rewards:

- An **artifact belonging to a Treasure Set**. Completing these can unlock new items (see overleaf for further details).
- A **Three Medal Pickup**. These are obtained from fixed chests, and immediately increase your Medal Kickback counter by three.
- A **Just Cash Medal**. This gives a small bonus of $250 in addition to the Medal itself.
- A **Paid Booster**. The rarest collectible, this provides you with the displayed Booster for the rest of the match.

As you collect Treasures during games, you will eventually complete sets. These can unlock new appearance options and Emblem graphics or features, as well as unique, pre-modded weapons. You can study your progress in each Treasure Set via the Records option at the multiplayer Main Menu. Use ⊗ to select a set and view collected Treasures, or learn if individual pieces have specific requirements.

Antiquity Treasure Sets

Name	Treasures in Set	Treasure Requirement	Reward Unlocked
Gold Sanxingdui	♦ Gold Sanxingdui Flattop Head ♦ Gold Sanxingdui Stickeye Head ♦ Gold Wrathful Mask	Co-op Adventure Airport (Easy/Normal)	Goggles (Katherine Marlowe)
Elaborate Amulets	♦ Hematite Thogchag Ghau Amulet ♦ Bronze Shive Amulet ♦ Silver Shive Amulet	Co-op Adventure Syria (Easy/Normal)	Round Glasses (Victor Sullivan)
Gold Worship	♦ Gold Spanish Chalice ♦ Gold Jeweled Cross	Co-op Adventure London Underground (Easy/Normal)	Slim Glasses (Chloe Frazer)
Spanish Goblets	♦ Gold Spanish Goblet ♦ Silver Spanish Goblet	Co-op Adventure Monastery (Easy/Normal)	Long Nose Mask (Talbot)
Silver Death Set	♦ Silver Yamantaka Head ♦ Silver Skull ♦ Silver Skull Bead	Co-op Adventure Borneo (Easy/Normal)	Monocle (Suited Drake)
Vagabond	♦ Bronze Passport ♦ Silver Tibetan Snuff Bottle	Co-op Arena or Hunter	Cowboy Hat (Rameses)
Bronze Animal	♦ Bronze Animal ♦ Bronze Lion Nepal	Co-op Arena or Hunter	Goggles (Salim)
Lost Pendants	♦ Emerald Eight Emblems Pendent ♦ Crystal Garuda ♦ Hematite Garuda	Co-op Arena or Hunter	Goggles (Desert Drake)
Newari Figures	♦ Bronze Newari Figures ♦ Gold Newari Figures ♦ Silver Newari Figures ♦ Copper Newari Figures	Co-op Arena or Hunter	Stylish Glasses (Young Marlowe)
Lost Wrathful Diety	♦ Crystal Wrathful Deity Head ♦ Ivory Wrathful Deity Head	Co-op Arena or Hunter	Round Glasses (Suited Sully)
Emerald Sanxingdui	♦ Emerald Sanxingdui Roundtop Head ♦ Emerald Sanxingdui Stickeye Head	Co-op Arena or Hunter	Beret (Young Marlowe)
Bronze Wish	♦ Bronze Mandala Thogchag ♦ Bronze Mani Jewel Thogchag	Co-op Arena or Hunter	Sunglasses (Charlie Cutter)
Priceless Statue	♦ Crystal Buddha Statue ♦ Emerald Ganesh Statue ♦ Crystal Tzongkhapa Statue	Co-op Arena or Hunter	Beast Bling (Victor Sullivan)
Priceless Gilt	♦ Lapis-Lazuli Gilt Tara ♦ Silver Gilt Tata ♦ Ruby Gilt Tara	Co-op Arena or Hunter	Ascot (Victor Sullivan)
Deity Statue	♦ Gold Saraswati Statue ♦ Ivory Tzongkhapa Statue ♦ Emerald Tzongkhapa Statue	Co-op Arena or Hunter	Ball Cap (Nathan Drake)
Pisces	♦ Bronze Yuan Fish ♦ Amber Yuan Fish ♦ Gold Yuan Fish	Co-op Arena or Hunter	Champions Ring (Victor Sullivan)

Artifact Treasure Sets

Name	Treasures in Set	Treasure Requirement	Reward Unlocked
Knowledgeable Gentleman	♦ Ivory Antique Pipe ♦ Silver Antique Pocket Watch ♦ Gold Ottoman Ring	Co-op Adventure Airport (Hard/Crushing)	Skin: Marco Polo
Stylish Jewelry	♦ Gold Ottoman Bracelet ♦ Silver Patterned Ring	Co-op Adventure London Underground (Hard/Crushing)	Skin: Sir Francis Drake
Wrath	♦ Silver Wrathful Mask ♦ Silver Wrathful Deity Head ♦ Gold Wrathful Deity Head	Co-op Adventure Syria (Hard/Crushing)	Skin: Skelzor
Valuable Lion	♦ Gold Lion ♦ Ivory Lion ♦ Silver Lion	Co-op Adventure Borneo (Hard/Crushing)	Skin: Genghis Khan
Smiling End	♦ Hematite Skull Bead ♦ Lapis-Lazuli Yama on Buffalo	Co-op Adventure Monastery (Hard/Crushing)	Skin: Doughnut Drake
Gold Rulers	♦ Gold Ritual Crown ♦ Gold Turkish Belt Buckle ♦ Gold Eight Emblems Pendant	Co-op Arena or Hunter	Fedora (Victor Sullivan)
Valuable Gold	♦ Gold Dorje ♦ Gold Conch Horn ♦ Gold Fibula Thogchag	Co-op Arena or Hunter	Aviators (Nathan Drake)
Fearsome Being	♦ Hematite Wrathful Deity Head ♦ Jade Wrathful Deity Head ♦ Lapis Lazuli Wrathful Deity Head	Co-op Arena or Hunter	Half Mask (Suited Marlowe)
Odd Relics	♦ Jade Carved Ghurra ♦ Ivory Strange Relic	Co-op Arena or Hunter	Top Hat (Suited Drake)
Gold Buddha	♦ Gold Buddha Statue ♦ Gold Chenrezig Buddha	Co-op Arena or Hunter	Cat Ears (Elena Fisher)
Ottoman Empire	♦ Hematite Ottoman Ring ♦ Silver Ottoman Bracelet	Co-op Arena or Hunter	Winter Hat (Chloe Frazer)
Priceless Tibetan	♦ Gold Tibetan Offering Pot ♦ Gold Tibetan Tea Spoon ♦ Gold Tibetan Vase	Co-op Arena or Hunter	Bowler Hat (Suited Sully)

Artifact Treasure Sets

Name	Treasures in Set	Treasure Requirement	Reward Unlocked
Ritual	♦ Ruby Skull Bead ♦ Silver Ceremonial Axe ♦ Lapis-Lazuli Ceremonial Blade	Co-op Arena or Hunter	Veil Hat (Suited Marlowe)
Lost Seals	♦ Hematite Official Seal ♦ Jade Official Seal	Co-op Arena or Hunter	Cowboy Hat (Talbot)
Elaborate Tibetan	♦ Ivory Tibetan Trumpet ♦ Jade Tibetan Tea Spoon ♦ Silver Tibetan Ring	Co-op Arena or Hunter	Head Wrap (Desert Drake)
Tranquil Sea	♦ Silver Coral Saddle Ring ♦ Silver Yuan Fish ♦ Jade Yuan Fish	Co-op Arena or Hunter	Head Wrap (Katherine Marlowe)
Historical Currency	♦ Silver Byzantine Coin ♦ Gold Byzantine Coin	Co-op Arena or Hunter	Emblem Hat (Custom Hero/Villain)
Silver Earrings	♦ Silver Mosaic Earring ♦ Silver Inca Earring	Co-op Arena or Hunter	Emblem Merc Jacket (Villain)
Valuable Lords of Death	♦ Hematite Yamantaka Head ♦ Lapis-Lazuli Yamantaka Head	Co-op Arena or Hunter	Emblem Sweater (Hero)

Legend Treasure Sets

Name	Treasures in Set	Treasure Requirement	Unique Weapon Unlocked
End of Death	♦ Emerald Yamantaka ♦ Ruby Yamantaka ♦ Jade Buddha Statue	Three Team Deathmatch	Drake's AK
Mortician's Curse	♦ Lapis lazuli Ceremonial Blade ♦ Jade Bone Apron ♦ Lapis lazuli Inca Vessel	Free For All	Navaro's AK
Alexandria	♦ Emerald Lion ♦ Ruby Lion ♦ Jade Lion Nepal	Hardcore	Eddy's AK
Lord of Obstacles	♦ Ruby Ganesh Statue ♦ Ruby Ganesh Pendant ♦ Jade Ganesh Statue	Team Objective	Elena's G-MAL
Priceless Incan	♦ Ruby Inca Vessel ♦ Jade Inca Vessel	Hardcore	Roman's G-MAL
Eerie Ritual Set	♦ Gold Ritual Vase ♦ Jade Ceremonial Blade ♦ Ivory Ceremonial Mask	Three Team Deathmatch	Flynn's G-MAL
Philosopher's Memory	♦ Jade Tzongkhapa Statue ♦ Jade Eight Emblems Pendent ♦ Ruby Tzongkhapa Statue	Team Deathmatch	Marlowe's M9
Priceless Incan Figurines	♦ Emerald Inca Figurine ♦ Ruby Inca Figurine ♦ Jade Inca Figurine ♦ Lapis lazuli Inca Figurine	Plunder	Flynn's M9
Priceless Beads	♦ Emerald Skull Bead ♦ Jade Skull Bead ♦ Lapis lazuli Skull Bead	Free For All	Chloe's M9
Gold Death Set	♦ Gold Yama on Buffalo ♦ Gold Skull Rosary ♦ Gold Skull Bead	Three Team Deathmatch	Draza's Dragunov
Lost Sanxingdui	♦ Ruby Sanxingdui Flattop Head ♦ Crystal Sanxingdui Flattop Head ♦ Ivory Sanxingdui Roundtop Head	Plunder	Sully's Dragunov
Delicate Pendants	♦ Ivory Ganesh Pendant ♦ Lapis lazuli Eight Emblems Pendent ♦ Gold Tairona Pendant	Free For All	Eddy's FAL-SS
Mythology Set	♦ Gold Seadragon Pendant ♦ Emerald Chimera ♦ Jade Yama On Buffalo	Hardcore	Talbot's FAL-SS
Jade Mothers	♦ Jade Saraswati Statue ♦ Jade Lotus Jar ♦ Jade Glit Tara	Team Deathmatch	Lazarevic's FAL-SS
Supreme Wrath	♦ Ruby Wrathful Diety ♦ Emerald Wrathful Diety ♦ Jade Chimera	Plunder	Lazarevic's KAL-7
Hunting Pack	♦ Emerald Animal ♦ Lapis lazuli Animal ♦ Jade Animal	Team Deathmatch	Rameses's KAL-7
Jade Sanxingdui	♦ Jade Sanxingdui Flattop Head ♦ Jade Sanxingdui Roundtop Head	Team Objective	Cutter's KAL-7
Gold Weapons	♦ Gold Ceremonial Axe ♦ Gold Ceremonial Blade	Team Deathmatch	Drake's Para 9
Aristocrat's Vice	♦ Gold Snuff Box ♦ Silver Snuff Box	Hardcore	Marlowe's Para 9
Lapis Lazuli Sanxingdui	♦ Lapis lazuli Sanxingdui Roundtop Head ♦ Lapis lazuli Sanxingdui Stickeye Head	Team Objective	Talbot's Arm Micro
Spanish Coins	♦ Gold Spanish Coin ♦ Silver Spanish Coin	Three Team Deathmatch	Sully's Arm Micro
Gold Earrings	♦ Gold Mosaic Earring ♦ Gold Inca Earring	Plunder	Rameses's Raffica
Gold Rings	♦ Gold Intricate Ring ♦ Gold Etched Ring	Free For All	Elena's Raffica
Nine Jewel	♦ Gold Nine Jewel Ring ♦ Silver Nine Jewel Ring	Team Objective	Chloe's Tau

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MISSIONS

Missions are specific challenges that you must complete within a set time limit. Each mission has certain requirements:

- **Objective** (the feat you need to achieve)
- **Rank** (the minimum rank required to have access to the mission)
- **Duration** (the time limit within which you must complete the objective)
- **Cost** (the price you must pay to start the mission)

If you complete the objective within the time limit, you receive a reward that is proportional to the difficulty of the challenge.

Kill Missions

Name	Rank	Level	Duration (Minutes)	Cost ($)	Reward ($)	Objective
Kill	I	15	30	3,000	9,000	Get 18 Kills
	II	30	30	10,000	22,500	Get 22 Kills
	III	45	30	25,000	50,000	Get 30 Kills
AK-47 Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
G-MAL Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
M9 Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
FAL-SS Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
Dragon Sniper Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
KAL-7 Kills	I	15	30	3,000	9,000	Get 12 Kills
	II	30	30	10,000	22,500	Get 18 Kills
	III	45	30	25,000	50,000	Get 22 Kills
Para 9 Kills	I	15	30	3,000	9,000	Get 10 Kills
	II	30	30	10,000	22,500	Get 15 Kills
	III	45	30	25,000	50,000	Get 18 Kills
Arm Micro Kills	I	15	30	3,000	9,000	Get 10 Kills
	II	30	30	10,000	22,500	Get 15 Kills
	III	45	30	25,000	50,000	Get 18 Kills
Raffica Pistol Kills	I	15	30	3,000	9,000	Get 10 Kills
	II	30	30	10,000	22,500	Get 15 Kills
	III	45	30	25,000	50,000	Get 18 Kills
Tau Sniper Kills	I	15	30	3,000	9,000	Get 10 Kills
	II	30	30	10,000	22,500	Get 15 Kills
	III	45	30	25,000	50,000	Get 18 Kills
Team Deathmatch Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills
Plunder Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills
Team Objective Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills
3 Team Deathmatch Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills
Free For All Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills
Hardcore Kills	I	15	30	3,000	9,000	Get 15 Kills
	II	30	30	10,000	22,500	Get 20 Kills
	III	45	30	25,000	50,000	Get 25 Kills

Medal Missions

Name	Rank	Level	Duration (Minutes)	Cost ($)	Reward ($)	Objective
Gunslinger	I	15	30	3,000	9,000	Get 4 Gunslinger Medals
	II	30	30	10,000	22,500	Get 7 Gunslinger Medals
	III	45	30	25,000	50,000	Get 10 Gunslinger Medals
Commando	I	15	30	3000	9,000	Get 5 Commando Medals
	II	30	30	10,000	22,500	Get 8 Commando Medals
	III	45	30	25,000	50,000	Get 12 Commando Medals
Fisticuffs	I	15	30	3000	9,000	Get 4 Fisticuffs Medals
	II	30	30	10,000	22,500	Get 8 Fisticuffs Medals
	III	45	30	25,000	50,000	Get 12 Fisticuffs Medals
Strike 3	I	15	30	3,000	9,000	Get 2 Strike 3 Medals
Double Down	I	15	30	3,000	9,000	Get 3 Double Down Medals
Triple Threat	I	15	30	3,000	9,000	Get 2 Triple Threat Medals
	II	30	30	10,000	22,500	Get 3 Triple Threat Medals
	III	45	30	25,000	50,000	Get 4 Triple Threat Medals
Spray and Pray	I	15	30	3,000	9,000	Get 2 Spray and Pray Medals
	II	30	30	10,000	22,500	Get 4 Spray and Pray Medals
	III	45	30	25,000	50,000	Get 8 Spray and Pray Medals
Head Hunter	I	15	30	3,000	9,000	Get 3 Head Hunter Medals
	II	30	30	10,000	22,500	Get 6 Head Hunter Medals
	III	45	30	25,000	50,000	Get 10 Head Hunter Medals
Oh Snap	I	15	30	3,000	9,000	Get 5 Oh Snap Medals
	II	30	30	10,000	22,500	Get 8 Oh Snap Medals
Power Killer	I	15	30	3,000	9,000	Get 3 Power Killer Medals
	II	30	30	10,000	22,500	Get 7 Power Killer Medals
	III	45	30	25,000	50,000	Get 10 Power Killer Medals
Captured	I	15	30	3,000	9,000	Get 5 Captured Medals
	II	30	30	10,000	22,500	Get 8 Captured Medals
	III	45	30	25,000	50,000	Get 12 Captured Medals
Expansionist	I	15	30	3,000	9,000	Get 2 Expansionist Medals
	II	30	30	10,000	22,500	Get 3 Expansionist Medals
	III	45	30	25,000	50,000	Get 4 Expansionist Medals
Three Kickback King	I	15	30	3,000	9,000	Get 2 Kickback King Medals
	II	30	30	10,000	22,500	Get 5 Kickback King Medals
	III	45	30	25,000	50,000	Get 9 Kickback King Medals
Protectorate	I	15	30	3,000	9,000	Get 5 Protectorate Medals
	II	30	30	10,000	22,500	Get 8 Protectorate Medals
	III	45	30	25,000	50,000	Get 12 Protectorate Medals
Streak	II	30	30	10,000	22,500	Get 2 Streak Medals
Fury	II	30	30	10,000	22,500	Get 1 Fury Medal
Tripled	II	30	30	10,000	22,500	Get 3 Tripled Medals
Connect Four	II	30	30	10,000	22,500	Get 2 Connect Four Medals
Rage	III	45	30	25,000	50,000	Get 1 Rage Medal
Rampant	III	45	30	25,000	50,000	Get 1 Rampant Medal
Five Not Alive	III	45	30	25,000	50,000	Get 2 Five Not Alive Medals
Assassin	III	45	30	25,000	50,000	Get 5 Assassin Medals

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Match Missions

Name	Tier	Rank	Duration (Minutes)	Cost ($)	Reward ($)	Objective
Match Wins	I	15	30	3,000	9,000	Win 2 Matches
	II	30	45	10,000	22,500	Win 3 Matches
	III	45	60	25,000	50,000	Win 4 Matches
Team Deathmatch Wins	I	15	30	3,000	9,000	Win 1 Match of Team Deathmatch
	II	30	45	10,000	22,500	Win 2 Matches of Team Deathmatch
	III	45	60	25,000	50,000	Win 3 Matches of Team Deathmatch
Plunder Wins	I	15	30	3,000	9,000	Win 1 Match of Plunder
	II	30	45	10,000	22,500	Win 2 Matches of Plunder
	III	45	60	25,000	50,000	Win 3 Matches of Plunder
Team Objective Wins	I	15	30	3,000	9,000	Win 1 Match of Team Objective
	II	30	45	10,000	22,500	Win 2 Matches of Team Objective
	III	45	60	25,000	50,000	Win 3 Matches of Team Objective
3 Team Deathmatch Wins	I	15	30	3,000	9,000	Win 1 Match of 3 Team Deathmatch
	II	30	45	10,000	22,500	Win 2 Matches of 3 Team Deathmatch
	III	45	60	25,000	50,000	Win 3 Matches of 3 Team Deathmatch
Free For All Wins	I	15	30	3,000	9,000	Win 1 Match of Free For All
	II	30	45	10,000	22,500	Win 2 Matches of Free For All
	III	45	60	25,000	50,000	Win 3 Matches of Free For All
Arena Wins	Easy	15	30	3,000	9,000	Finish 1 Match of Arena on Easy
	Normal	30	45	10,000	22,500	Finish 1 Match of Arena on Normal
	Hard	30	45	10,000	22,500	Finish 1 Match of Arena on Hard
	Crushing	45	60	25,000	50,000	Finish 1 Match of Arena on Crushing
Adventure Wins	Easy	15	30	3,000	9,000	Finish 1 Match of Adventure on Easy
	Normal	30	45	10,000	22,500	Finish 1 Match of Adventure on Normal
	Hard	30	45	10,000	22,500	Finish 1 Match of Adventure on Hard
	Crushing	45	60	25,000	50,000	Finish 1 Match of Adventure on Crushing
Hunter Wins	I	15	45	3,000	9,000	Win 1 Match of Hunter
	II	30	60	10,000	22,500	Win 2 Matches of Hunter
	III	45	85	25,000	50,000	Win 3 Matches of Hunter
Match Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard
Team Deathmatch Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in Team Deathmatch
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in Team Deathmatch
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in Team Deathmatch
Plunder Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in Plunder
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in Plunder
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in Plunder
Team Objective Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in Team Objective
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in Team Objective
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in Team Objective
3 Team Deathmatch Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in 3 Team Deathmatch
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in 3 Team Deathmatch
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in 3 Team Deathmatch
Free For All Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in Free For All
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in Free For All
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in Free For All
Hardcore Scores	I	15	30	3,000	9,000	Finish 1 Match with more Kills than Deaths in Hardcore
	II	30	45	10,000	22,500	Finish 2 Matches with more Kills than Deaths in Hardcore
	III	45	60	25,000	50,000	Finish 1 Match at the top of the scoreboard in Hardcore
Cash Earns	I	15	30	3,000	9,000	Earn 25,000 Cash
	II	30	45	10,000	22,500	Earn 50,000 Cash
	III	45	60	25,000	50,000	Earn 70,000 Cash

CUSTOMIZATION ITEMS

There are many ways enabling you to further customize your characters. The following tables recap all of the items you can get, along with their purchase costs.

Hero Character Items

Body Part	Item	Cost ($)
Torso	Outdoor Jacket	-
	Leather Jacket	10,000
	Biker Jacket	10,000
	Adventure Shirt	25,000
	Sweater	25,000
	Dress Shirt	50,000
	Tanktop	50,000
	Sweater and Holster	75,000
	Strapped Tanktop	100,000
	Dark Vest	125,000
	Emblem Tanktop	125,000
	Strapped Jacket	150,000
	Biker Jacket and Holster	175,000
Torso	Torn Dress Shirt	200,000
	Ammo Vest	225,000
	Mountain Jacket	250,000
Head	Trucker Cap	10,000
	Hiking Hat	25,000
	Fisherman's Hat	50,000
	Fedora	75,000
	Stylish Sunglasses	10,000
Arms	Tough Gloves	10,000
	Worn Gloves	10,000
	Thick Gloves	25,000
	Leather Gloves	25,000
	Reinforced Gloves	50,000
	Heavy Gloves	50,000
	Fingerless Gloves	75,000
	Combat Gloves	75,000
	Merc Gloves	100,000
	Soldier Gloves	100,000
Legs	Khakis	-
	Jeans	10,000
	Dirty Khakis	10,000
Legs	Khakis with Crossed Holsters	25,000
	Dark Leather Pants	25,000
	Frayed Pants	50,000
	Shotgun Jeans	50,000
	Shotgun Pants	75,000
	Combat Pants	75,000
	Combat Leather Pants	100,000
Feet	Worn Boots	-
	Sandals	10,000
	Laced Boots	10,000
	Sneakers	25,000
	Light Boots	25,000
	Leather Sandals	50,000
	Hiking Sneakers	50,000
	Hiking Boots	75,000
	Mountain Boots	75,000
	Heavy Boots	100,000
	Combat Boots	100,000
	Leather Boots	125,000
	Camo Boots	125,000

Villain Character Items

Body Part	Item	Cost ($)
Torso	Rebellion Shirt	-
	Explorer Shirt	10,000
	Camo Shirt	10,000
	Merc Shirt	25,000
	Bandolier Closed	25,000
	Leather Jacket	50,000
	Emblem Shirt	50,000
	Heavy Bandolier	75,000
	Bandolier Open	100,000
	Merc Vest	125,000
	Plain Armor	150,000
	Rocket Backpack	175,000
	Camo Vest	200,000
	Rebreather	225,000
	Ghillie Suit	225,000
	Merc Armor	250,000
Head	Worn Beanie	10,000
	Common Mask	10,000
	Winter Hat	25,000
	Hat Scarf	25,000
	Face Scarf	50,000
	Camo Cap	50,000
	Camo Face Scarf	75,000
	Headphones	75,000
	Patterned Face Scarf	100,000
Head	Dust Storm Face Scarf	100,000
	Helmet	125,000
	Skull Face Mask	125,000
	Helmet Face Scarf	150,000
	Camera Helmet	150,000
	Tailored Face Scarf	175,000
	Camo Helmet	175,000
	Sharp Sunglasses	200,000
	Emblem Mask	200,000
	Dive Helmet and Goggles	200,000
	Gas Mask	225,000
	Flight Helmet	225,000
	Ghillie Gas Mask	250,000
	Emblem Helmet	250,000
Arms	Tough Gloves	10,000
	Worn Gloves	10,000
	Thick Gloves	25,000
	Leather Gloves	25,000
	Reinforced Gloves	50,000
	Heavy Gloves	50,000
	Fingerless Gloves	75,000
	Combat Gloves	75,000
	Merc Gloves	100,000
	Soldier Gloves	100,000
Legs	Common Pants	-
	Patchwork Pants	10,000
	Common Pirate Pants	10,000
	Explosive Pirate Pants	25,000
	Camo Pirate Pants	25,000
	Formal Pirate Pants	50,000
	Merc Pants	50,000
	Covered Merc Pants	75,000
	Armored Common Pants	75,000
	Ghillie Pants	100,000
Feet	Worn Boots	-
	Sandals	10,000
	Laced Boots	10,000
	Sneakers	25,000
	Light Boots	25,000
	Leather Sandals	50,000
	Hiking Sneakers	50,000
	Hiking Boots	75,000
	Mountain Boots	75,000
	Heavy Boots	100,000
	Combat Boots	100,000
	Leather Boots	125,000
	Camo Boots	125,000

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Emblem Frames

Name	Cost ($)
Angled Corner	-
Circle	-
Rounded Corners	-
Rounded Square	10,000
New Angle	10,000
Angled Triangle	10,000
Half Circle	10,000
Octagon	20,000
Round Curve	20,000
Squares	20,000
Sharp Curve	20,000
Large Curve	20,000
Angled Corner 2	20,000
Arrow Border	20,000
Barbed Wire	20,000
Bones	30,000
Braid	30,000
Dotted Outline	30,000
Oriental	30,000
Oriental 2	30,000
Roman Block	30,000
Round Crosshair	30,000
Angled Two	30,000
Hexes	70,000
Skull Swirls	70,000
Sharp Square	70,000

Emblem Bases

Name	Cost ($)
Angled Square	-
Rounded Square	-
Tech Square	-
Four Star	-
Star	-
Octagon	-
Diamond	
Triple Hex	10,000
Triple Streak	10,000
Wide Octagon	10,000
Abstract	10,000
Arrow	10,000
Cog	10,000
Egg	10,000
Sharp Square	10,000
Ring	30,000
Saw	30,000
Shuriken	30,000
Splat	30,000
Shape X	30,000
Bomb	30,000
Hand	30,000
Five Squares	30,000
Badge	30,000
Badge Two	30,000
Badge Three	30,000
Badge Four	30,000
Puffy Star	30,000
Rectangle Cluster	30,000
Rectangles	30,000
Roman Block	70,000
Spear Head	70,000
Bullet Ring	70,000
Card	70,000
Circle Cluster	70,000
Crescent	70,000
Crosshair	70,000
Crusade	70,000
Diamond Two	70,000
Double Curve	70,000
Flower	70,000
Helm	70,000
Medal	70,000
Medic	70,000
No Sign	70,000
Shield	70,000
Banner	70,000
Crosshair Two	150,000

Emblem Parts

Name	Cost ($)
Bomb	-
Clover	-
Heart	-
King's Crown	-
Lock	
Spade	-
Tear Drop	-
Eyes	10,000
Flame	10,000
Grenade	10,000
The Hand	10,000
Acorn	10,000
Five Star	10,000
8 Ball	10,000
Nuke	10,000
M32	30,000
Star	30,000
Sun	30,000
Boot	30,000
Gasmask	30,000
Paw	30,000
Fist	30,000
Rock On	30,000
Spooky Eye	30,000
Antlers	30,000
Arm	30,000
Arrow	30,000
Four Star	30,000
Abstract	30,000
Hammer	30,000
Hawk	30,000
Hook	70,000
Knife	70,000

Name	Cost ($)
Leaf	70,000
Monkey Wrench	70,000
Double Silence	70,000
Knot	70,000
Eyeball Two	70,000
Dagger	70,000
The Man	70,000
Triad	70,000
Kabuki	150,000
Wraith	150,000
Y-shape	150,000
Phurba	150,000
Battle Axe	150,000
Samurai	150,000
Blade	150,000
Bombshell	150,000
Broken	150,000
Braid	150,000
Shotgun	150,000
Ninja	150,000
Demon Skull	150,000
Chopper	150,000
Cross Swords	150,000
Sights	150,000
Demon Skull Two	200,000
Ninja Two	200,000
Skull	200,000

Taunts

Name	Cost ($)
Laugh	
Kiss	10,000
Flex	10,000
Flurry	25,000
Yes	25,000
Dance	50,000
Loser	75,000
Pump	100,000
Oh Snap	150,000
Denied	200,000
Uppercut	200,000
Heart U	250,000
Kiss It	350,000
Thrust	500,000

GAME TYPES & TIPS

UNIVERSAL TIPS

Fundamentals

- Learning the layout of each new map is an important task. In your early games, try to concentrate more on familiarizing yourself with the environment than running aimlessly in search of kills.
- Players can develop habitual rat runs through maps. If you're stalking a particular area, pay attention to the behavior patterns of your opponents.
- In certain Game Types, the action develops distinct "tides": a flow of players and combat in a direction that the attentive player can recognize and exploit. In time, you will gain the ability to predict the gradual rotation of spawn points in Deathmatch Game Types.
- When you find yourself under fire, don't hesitate to sprint or roll to escape.

Movement Tips

- Rolling is an effective way to evade bullets and explosions – much more so than in Uncharted 2.
- If an enemy takes you by surprise and there is a drop within reach where you can hang from a ledge, fall over and do just that. If they naively give chase, it's an easy pull-down kill; if not, you potentially have a moment to recuperate and plan your retaliation.
- Don't underuse the game camera. Unless there's a specific need to keep your view fixed on a particular area, check around and scan your surroundings for potential hostiles (and, to a lesser extent, weapon pickups).
- Hold ◎ while dropping off a ledge to fall without automatically grabbing available surfaces.
- Finish the single-player adventure. If your appreciation of the movement and climbing mechanics has been enhanced by countless leaps and "educational" falls, and your marksmanship honed by hundreds of AI kills, your overall standard of play can only improve.

HIT LOCATIONS

Shots to the head inflict maximum possible damage, but it's the smallest target area.

In face-to-face firefights, a composed marksman will direct their shots to the center of the torso. With controlled bursts of automatic fire, or carefully spaced shots with semi-automatic weapons, limited recoil will push your aim towards the head.

Hits to the torso inflict a little less harm than headshots, but are easier to aim for.

Shots directed at an opponent's legs inflict the same level of damage per hit as if aimed at the torso, but legs offer a smaller hit box.

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Weapon Tips

- Reload regularly: we can't understate the importance of this. If you regularly run around with a half-empty clip, you positively deserve the indignity of having victory snatched from your grasp by the dreaded dead man's click.

- Learn to pick up weapons by rolling over them; this prevents you from stopping in your tracks to pick up the weapon and enables you to remain on the move while evading potential enemy fire. You can also reload while rolling.

- Swapping to a second weapon is consistently faster than reloading. Try to practice the art of making the change just before the reload animation kicks in. Remember: switching weapons with △ while aiming is much easier (and safer) than moving your left hand from L to hit ✣.

- If you listen carefully, you should notice that there is a distinctive sound effect that accompanies bullet impacts on an opponent. Use these audio cues to adjust your fire rate and aim as required.

- The "spray and pray" approach is only effective at close quarters, and is generally the calling card of less experienced players. Over longer distances, firing in measured bursts (or spacing out single shots) can improve your Accuracy significantly.

- With the grenade launcher, switching to a pistol to finish off an adversary gravely (but not terminally) wounded by a first shot can enable you to conserve ammunition. If you are wielding an RPG-7, this is practically mandatory.

- Using blindfire from cover against an enemy in close proximity is extremely effective, and far less dangerous than emerging to line up an aimed shot.

- When you use fixed turrets, tap R1 periodically during idle moments to keep the motor running. This vastly reduces the wind-up time when a target appears.

- All turrets have blind spots in their field of fire, and naturally leave the user vulnerable to attacks from the side and behind. In team-based Game Types, having a Buddy (or tactically astute ally) lend a hand as a spotter and bodyguard can enable you to build an impressive kill streak. If you are assaulting an enemy-occupied turret, try to stealth-kill the operator while a teammate draws their attention.

- Operating a turret leaves you extremely vulnerable to explosives, from long-range grenades to RPG-7 attacks. As tempting as it may be to stay in position as you rack up kills, it's often wise to move on before previous victims take the time to remonstrate.

- Players who favor pistols should make a habit of learning where Riot Shields are located. The Riot Shield occupies the long weapon slot once collected. If you then select your pistol, you will wear the Riot Shield on your back and gain a degree of protection from assaults from behind.

- Try to learn where power weapons are located on maps per Game Type. Even if you don't favor them yourself (and not everyone does), simply having an awareness that, say, a grenade launcher spawns in your general vicinity may be enough to spare you unanticipated instant deaths.

- Do not waste bullets on a target if you are not sure you will kill them. Instead, try and predict what route they are taking and intercept them. This will increase your chances of taking down your opponent, while making your movements less predictable.

Grenade Tips

- Practice throwing grenades in the single-player game to master the art of hurling them accurately without using the dedicated aim function. As Uncharted 2 graduates should be keenly aware, this is a talent that can elevate a good player to the realms of the great. The ability to consistently (and swiftly) land an explosive just over or deftly beside cover elements, either flushing an opponent from cover or killing them outright, is a valuable skill.

- Throwing grenades without using the aim function tends to give them a low and flat trajectory; manual aiming tends to add a slower looping arc, even over shorter distances. When you need to place a grenade on an elevated platform or drop it over an awkward barrier, the latter technique (despite the advice of the previous tip) can allow for greater accuracy.

- Grenades are not a purely offensive tool: they can also act as a tactical deterrent or distraction. If you need to forestall the advance of a persistent opponent, toss a grenade to land in their likely route to your position. Remember the Space Invaders Principle: aim for where they *will* be, not where they are. The momentary hesitation or calculation that greets the arrival of a grenade can also enable you to get the drop on an adversary: they may evade the blast without difficulty, but it will clearly impede their ability to return fire. If they are unsure of your position, it may also make them more likely to stay in the open (with an explosion imminent, players will be less inclined to instinctively snap to nearby cover elements than when under fire). Finally, if death seems inevitable, dropping a grenade before the coup de grâce can act as a potent valedictory epithet. (The Revenge Booster performs this task automatically: see page 193.)

- Speculatively throwing grenades at certain positions (such as choke points, power weapon spawn points and objectives) can occasionally lead to easy kills if you have sufficient experience to intuit the probable movements of your opponents. However, be sure that you have no teammates in the area: indiscriminate use of explosives will not make you popular.

- When an opponent is in cover, throwing your grenade on one side of the cover and charging the other can be very effective. Your enemy will be flushed out by the grenade in one direction while you ambush them on their escape route.

Melee Combat Tips

- At close quarters, softening up an opponent with a quick burst of blindfire before finishing them off with a single blow is a swift and easy kill.

- The silence and finality of stealth takedowns makes them an attractive option if you catch an adversary unawares, but be careful: you are completely open to attack and enemies can see you with a stealth icon until the animation ends.

- It's inadvisable to attempt fisticuffs with an opponent wielding a shotgun: it rarely ends happily for the aspirant pugilist.

- If both you and an adversary begin hostilities with simultaneous melee blows (a common scenario), staying within range will inevitably lead to a double knockout. However, some players become so focused on hammering ◎ for the deadly follow-up punch that they leave themselves open to a simple tactic: just roll away from your opponent, and finish them off with a firearm as they swing impotently at thin air. You could also drop a grenade as you roll.

Tactical Tips

- Pay attention to the name tags of team members obscured by scenery or walls whenever they appear in your field of vision, especially if you are heading straight for them. If a cross appears, denoting their death, this is a clear indication that danger lies ahead… or, perhaps, an opportunity to pick off their weakened executioner.

- In game modes where speed isn't of the essence, try to make use of walls and scenery to regularly conceal yourself as you move around. The easiest kills generally occur when you can take an opponent completely by surprise.

- The spawn points at the start of a match can sometimes place teams in close proximity. A resourceful, quick-witted player can take advantage of this by manning a turret.

- When you espy an enemy who is unaware of your presence, take the briefest of moments to consider the likely outcome before you launch an attack. If they are close to cover, does their potential movement path take them into an exposed area of terrain? Are you sufficiently close to run in for a silent kill?

- Try to open the chests that spawn during matches. These chests will always provide three Medals towards your Medal Kickback.

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TEAM DEATHMATCH

Rules & Features:

- Two teams of up to five players each compete in a battle to reach a preset kill total. If this total is not attained, the team with the highest kill count once the match timer expires takes the victory.
- Should both teams be in a state of near deadlock (typically within one point, though there are occasional exceptions) as they approach the kill or time limit, a period of Overtime may begin. The match timer is set at 60 seconds, offering both teams a further opportunity to take a clear lead.
- If the teams remain neck and neck as they approach the score limit during Overtime (again, within a point or two), the match will enter a Sudden Death period with another short timer. Every participant who dies is permanently removed from the fray.

Tips:

- Don't focus too heavily on kills: the most sterling contribution you can make in a Team Deathmatch game is to aim to achieve a positive kills to deaths ratio. If you charge around like a lunatic and secure ten enemy scalps, but expire twenty times, you're not (skill level and fun notwithstanding) doing a great deal to help your team's cause.
- Even if your Buddy isn't inclined to cooperate, it pays to work alongside your teammates whenever you can. You will find that teams who work together, moving in a pack as they scour the map for targets, or taking up residence in a defensible position, can dispatch opponents who operate as individuals with ridiculous ease. There is a caveat to this, of course: moving in tight formation or operating in a confined area with limited escape options invites explosive humiliation at the hand of passing opportunists.

THREE TEAM DEATHMATCH

Rules & Features:

- Three teams of two compete to reach a designated score limit; if this is not reached, the team with the highest kill count wins.
- The three groups are designated as Heroes, Mercs and Pirates. There is a green, red and orange team; your team is always green.

Tips:

- Call Out can be a good choice of Booster for this Game Type, especially if you are using a sniper/bait strategy.
- As you might expect, there's a strong emphasis on teamwork: pairs that work together can be far more effective than two isolated gunmen.
- Try not to move in very close formation: this leaves you both vulnerable to grenades, explosive ordinance and crossfires.
- An effective strategy can be for one partner to move in the open, inviting opportunistic acts of aggression, while another attempts to remain unseen by using cover whenever possible. On espying a solitary target, many opponents may be relatively incautious in their approach. As long as the player posing as bait can duck into cover, a hidden partner can spring up and initiate the business end of the ambush.
- Never underestimate the tactical merits of suppressing fire: keeping an adversary pinned down can enable your partner to line up a killer shot, or sneak over for a close-quarters takedown.
- Pick weapons that suit your overall strategy in a partnership, and the layout of your current arena.
- Though annoying in other game modes, firing weapons in a manner designed to simulate combat noise to draw opponents to your position can be an excellent ruse. Many players will instinctively make a run for that position, expecting to find a weakened and disoriented survivor, or a target distracted by another hostile.

FREE FOR ALL

Rules & Features:

- Eight players compete. The one with the most kills wins.
- In this mode, there are no Power Plays and no Buddies. You're on your own.

Tips:

- Short Medal Kickbacks are best. The total kill count isn't huge.
- A benefit of not being in a team game is that you can be as indiscriminate as you like with grenades.
- This is not the best mode for hunting Treasures – when everyone is hunting you, it's harder to pick them up safely.
- Be very wary at spawn times: it's not uncommon to come under attack immediately. It's a viciously cutthroat mode.
- Don't get too hung up on one kill, especially if you're shooting from range, as you will reveal your location to others. The Untraceable Paid Booster helps solving this problem.
- The Cloaked Booster is also recommended.

TEAM OBJECTIVE

Rules & Features:

- Two teams of up to five compete to win rounds from a selection of six different Game Types: Chain Reaction, King of the Hill, Team Deathmatch, Treasure Hunter, Multi Marked Man and Turf War. The first team to win three rounds will win the match.
- Each round offers a different Game Type, announced with a prominent onscreen message.
- Power Plays are disabled.
- Chain Reaction: Territories must be captured in a specific order. There are five territories. The first two are easy to conquer. The third is contested. Conquering any further means pushing into enemy territory. You will find the task easier as you get to know the location of territories, and can push forward in advance.
- King of the Hill: Occupy and hold a Hill until you reach a score limit, or the timer expires. There are three in total, so careful coordination is required. You don't have to stop inside a territory once it has been captured. Indeed, it's advisable not to (avoiding grenade chaos). Find a good cover position, and then lie in wait to ambush opposing players when they arrive. The Team Safe Booster is very useful here due to the unending barrage of grenades that is likely to be prevalent in and around the Hill.
- Deathmatch: Basic Team Deathmatch, but with a deceptively low score limit.
- Treasure Hunter: Capture and hold a Treasure to score points. If death is assured while you are carrying the Treasure, consider throwing the idol towards teammates, to a cover position where it can be safely collected when a skirmish ends or, failing more practical opportunities, hurling it to a reasonably hard-to-reach location to delay any attempt by your opponents to capture it. If an opponent is near you, press instead ⓑ for an instant melee takedown.
- Multi Marked Man: Both teams must protect their own VIP while hunting the other team's VIP.
- Turf War: Capture and hold marked territories.

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PLUNDER

Rules & Features:

- Two teams compete to collect a Treasure marked by a distinctive icon (1) and return it to their fixed capture point on the map (2). The winner is the team to reach the target score, or the faction with the highest total when the match timer expires.
- While carrying the Treasure, you can take down opponents at close range with one melee hit by pressing ◎.
- With the exception of a brief delay at the start of a match, and several seconds after a team has scored, the Treasure's approximate location is visible at all times. The arrows either side of its icon indicate its current status: green if your team is in possession, red if an opponent is carrying it, and white if neither side holds it.
- Whenever one side has possession of the Treasure, an onscreen indicator highlights the relevant capture point. The arrows beneath these follow the standard color code conventions.
- Collect the Treasure by pressing △ when the onscreen prompt appears; repeat the button press to drop it. Tap L2 to throw your cargo in the direction you are facing, or hold the button to perform an aimed throw – useful for placing it through windows or onto elevated platforms.
- While carrying the Treasure, you can only use your pistol; your long gun and grenades are unavailable until you release your grasp. Climbing, jumping or falling will cause you to drop it.
- Plunder features longer respawn times than other Competitive Game Types, with Power Plays disabled.

Tips:

- As with all objective-based Game Types, communication and coordination can make a profound difference.
- If you're playing a match defined by muteness, or sadly blighted by trash talk or uncooperative teammates, try to curb your instincts to act as a lone wolf. Try to defend teammates when they have the Treasure, secure the capture point if the Treasure is incoming, and just generally offer the same quality of support that you might while playing with friends.
- Throw the Treasure to bait in pursuers, and then pick it up again after you've dispatched them. You can sometimes also throw it to save time, for example across a gap that would otherwise take too long to skirt round while carrying the Treasure.
- The unusually long respawn times in Plunder mean that kills are fairly significant events. It doesn't always correlate, but the team with the most kills often wins.
- This mode can be a good source of XP and funds in protracted games.
- If you are especially good at capturing Treasures, use this Loadout to optimize your abilities and rewards: Beast Mode, Deposit, Cash'em In (activate when you are about to score).

HARDCORE

Rules & Features:

- Two teams of up to five compete to reach a kill total.
- This is a new stripped-down game mode without Boosters, Medal Kickbacks or Power Plays (weapon modifications, however, remain active). A larger win bonus partly compensates for the cash you can't earn through traditional means. This mode is essentially a variant of Team Deathmatch with no frills.
- The absence of music means that there's a greater focus on hearing the ambient battle sounds.
- You will also find fewer Treasures than in other game modes.
- The damage model is different as well: it takes three punches for kill, but a headshot with a sniper rifle is still an instant kill (making this a more sniper-friendly game mode). Rifles have their damage scaled down slightly, grenades remain unchanged.

CO-OP ARENA

Rules & Features:

- Two or three players cooperate to defeat AI assailants over ten distinct rounds of Siege, Gold Rush and Survival.
- If all active players die at once, the match will restart from the beginning of the current round.
- There is a shared pool of lives. Players can be revived by their allies while they lie stricken (hold ⓐ in close proximity), but each actual death reduces the total by one.
- All opponents automatically die between rounds. As you progress through a match, expect to face increasingly powerful enemies in escalating numbers.
- The difficulty gradually escalates, but you can obtain significant cash for completing a full session.
- Playing on higher difficulty settings can lead to more (and better) Treasure drops and more cash.

General Tips:

- Melee kills are very effective in Co-op Arena.
- Make the reviving of fallen teammates a priority, even if this means taking risks. Your AI opponents are slower to react than human players, so you can consider saving an ally even right in front of enemies. The two of you can then run away or attack simultaneously.
- The Team Medic Kickback is always useful in this mode, but don't be too frugal in employing it. Kickbacks cannot be deployed when you are down and waiting to be healed, so be quick to activate it if your team is in danger.
- You need to be very wary of "grapplers". These are easy to spot as they wear gas masks. They attempt to grab you, preventing you from moving until a teammate rescues you. In later rounds, enemies with rocket launchers and armored opponents are more common. Press the required button to give your teammates more time to rescue you.
- Explosive weaponry is plentiful: use it for quick kills. Friendly fire is on in Hard and Crushing difficulty settings, so make sure you don't throw grenades or use explosive weaponry when teammates are close by.
- Move to the center of the map between rounds, and try to pick up power weapons and grenades on your way.

Gold Rush Tips:

- Your goal is to place a Treasure in the chest.
- You can throw the Treasure (as you would throw a propane tank) to save time – for example to climb a low obstacle or to jump above a gap. See this as a shortcut if carrying the Treasure all the way would force you to make a detour. This is also very useful when you need to cross a dangerously populated arena: throw the Treasure as far as possible, kill everyone on the way and pick it up again afterwards.
- If a team member is carrying the Treasure, have a second character follow him in close proximity and act as a bodyguard, while the third player climbs to a vantage point to snipe any opponent threatening them. This formation will make the party much more effective in terms of vision and crowd control.
- If you feel that you have the situation under control, feel free to take down opponents before capping the Treasure. This will give you more cash for the round.

Survival Tips:

- Your objective is to defeat (and survive!) an enemy wave.
- Though working in a tight formation can be tempting (for characters to cover each other), this has a major drawback – it means all enemies converge in the same direction and attack at the same time. This is especially problematic with powerful opponents, or those carrying a Riot Shield, as it leaves you with little room to maneuver.
- A more effective solution is to spread your team, with each party member close enough to revive a fallen partner, but far enough from the others to thin the enemy numbers and expose them. This will allow you, for instance, to attack a Riot Shield carrier from behind or to land headshots on targets busy chasing a teammate.
- When you start facing strong and resilient enemies towards the end of a session, try to perform as many ledge kills as possible. This way you will save time and ammo, and be exposed for a shorter period as you fight them.

Siege Tips:

- In this King of the Hill variant, you need to kill a certain amount of enemies from inside a territory.
- Kills count only when performed from inside the territory (and its borders turn green). So if you have the bright idea to stay outside a territory to rack up kills (and, therefore, cash) without advancing to the next stage, cast this notion

from your mind immediately: enemy deaths pay nothing unless they are killed from inside the marked zone. As a general rule, it's advisable to only neutralize enemies who pose an immediate threat en route to the Siege marker.

- Enemies attack in waves, so it's best to have all three characters watch a different entry point in the territory (and therefore each other's backs).
- Since all three characters have to be positioned close to each other, consider standing right next to each other when facing a big wave coming from a single direction. This way you'll be able to revive each other without even moving at all. This can be especially useful when you're facing very resilient targets that can take dozens of bullets before they fall. Watch out for grenades, though!
- When the difficulty escalates during the end of a session, you might reach a point where you are completely overwhelmed by an enemy wave. Should this happen, have all three party members run away from the territory, to the other end of the map. Ideally, pick up power weapons on the way too. When you come back to the territory a minute later, you will find it much easier to hold your position as your enemies approach one by one (as opposed to all being there at the same time).
- An alternative solution is to have one or two party members leaving the territory and drawing enemies with them (or even acting as bait), so that the character(s) remaining in the territory face fewer opponents at the same time. In addition, some enemies will be distracted (for instance turning their backs), making the task of those in the territory more manageable. Your progression will be slower, but at least you will still be progressing.
- Army of Three is superbly effective during Siege rounds, as it doubles the damage of all players within ten meters.

CO-OP HUNTER

Rules & Features:

- This Plunder variant features capture play in a team of only two, but with benefits.
- The defending team has AI assistants, but less health and weaker weapons.
- You have to take it in turns to capture/defend Treasures.

Tips:

- Having one character acting as bait, and the other covering him or her from behind can be extremely useful. This will also enable you to revive each other more easily.
- Whenever you see an opponent down, finish them off before they can be revived.
- When you have to capture Treasures, waste no time attacking enemies, unless they're a direct threat of course. You only score by bringing Treasures to chests.

- You are slow and very exposed while you carry a Treasure, so the best way to reach a chest is to throw the Treasure, run towards it (eliminating opponents on the way), then pick it up and throw it again. In other words, spend as little time as possible carrying the Treasure around.
- You can be creative and throw the Treasure in unexpected places. Throw it on a roof (on top of the Airstrip hangar, for example) as you progress towards a chest. Your opponents will usually expect you to follow the straightest path to your objective. Another option is to throw the Treasure to your partner, then run in the direction of the chest so that your partner can then throw it to you (as if you were passing a ball to each other).
- If your partner is carrying the Treasure, act as a bodyguard and try to get rid of incoming opponents. Should he or she fall, you will also be close enough to revive him or her instantly.
- When you defend, don't stay too close to the Treasures. Instead, stay in cover and try to surprise and dispatch any incoming opponent.
- If you realize that you're too far behind an opponent who is about to score, throw a grenade towards the chest. You may be lucky and kill him or her just in time.

CO-OP ADVENTURE

Rules & Features:

- In this Game Type, a team of three players goes through a short adventure, with various specific objectives to achieve – as well as several waves of opponents to survive on the way. Each adventure is numbered and is part of a plot that ties all of them together.
- All team members share a communal pool of lives, though you have a chance to revive fallen partners before their life gauge is completely empty.
- Weapons can be collected from drops or fixed positions.
- Waypoints are marked by special icons/zones. These correspond to progression points: the adventure doesn't continue until all three are in position. This can be useful for picking up weapons before resuming the adventure.
- Enemies with an icon above their head are boss-type opponents. They activate the equivalent of a Medal Kickback, enabling them, for example, to throw three grenades at a time. Very resilient, they are usually a major threat and require team tactics such as flanking, baiting and/or focus firing.

Tips:

- In this mode, the enemy waves you face are scripted, so memorize when and where enemies appear to optimize your chances. As you identify the best cover positions and tactics to use, you will find it easier to complete each adventure.
- Most levels feature choke points that you can use to your advantage. Draw your opponents to these and you can mow them down.
- Grenades that land at your feet aren't a threat: they're an *opportunity*. Master the art of pre-aligning the camera for a throwback in advance, and you can regularly achieve near-effortless kills or seriously disrupt enemy tactics.
- Team play makes a big difference. Progress in formation and cover each other's back. Being relatively close to each other (but far enough not to all be within range of a single grenade explosion) will enable you to revive each other if necessary.
- Armored enemies are extremely dangerous. You cannot use melee attacks against them until their helmets have been knocked off, so go for headshots.
- Grapplers are easy to spot as they wear gas masks. You cannot use melee attacks against grapplers so attempt to take them down before they grab you. If you see a blue circle on your screen, it means that one of your teammates has been grabbed, so run to their rescue.
- Watch out for sniper-targeting lasers and roll by pressing ◎ to break their lock on you.
- When you see a red circle icon on your screen, it means a teammate has gone down. Rush to their position to save them, but make sure you don't die doing so.
- Your Medal Kickback charges as you're awarded medals, but make sure you save it for the right time – a boss fight for example.
- Try the Crushing difficulty to face Nate's ultimate fear: clowns!
- Each player on a team should use different but complementary Loadouts – for example, two players with offensive Medal Kickbacks and one with a defensive one.

COMPETITIVE MAPS

Airstrip

The elevated turret in the corner of the map is an incredibly powerful vantage point if a well-organized team can capture and hold the position. For a team attacking the position, the cover to the right (approaching it) offers protection from the turret. The turret position has a wall behind it, making it highly vulnerable to RPG-7 and grenade launcher fire. A sniper can also take out the turret operator by aiming for their head through the embrasure at the top of the fixed weapon.

The plane hangars are a good place for a sniper to set up camp, especially if members of the opposing team are fixated by the two turret emplacements. Players rarely venture inside or pay much attention to the planes themselves.

In certain Game Types, the Airstrip map begins with a play sequence in which trucks chase a plane on a runway. One team begins in the vehicles, while the other starts on board the aircraft.The aircraft has three points of ingress: the ramp at the back of the plane, and two side doors further along the fuselage. Trucks to the far left and right of the plane shuttle between a position by the back ramp and the side doors, enabling the invading force to reach the side doors via judiciously timed leaps. The team that has control of the aircraft interior should have at least two players cover the side doors, while the remaining allies protect the vulnerable rear.

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Chateau

The zipline room on the upper floor of the main building is a fairly good sniping position, the zipline offering an emergency exit if necessary. The window directly underneath the zipline overlooking the courtyard is also a popular spot for snipers. It is recommended to try to sneak up to the wall, climb up and either attempt a pull down or toss a grenade inside.

If you see an opponent taking cover behind a 4x4, blow it up with a grenade to get rid of your target.

The Monkey Man Booster can be particularly useful on this map due to the verticality of many important routes and positions.

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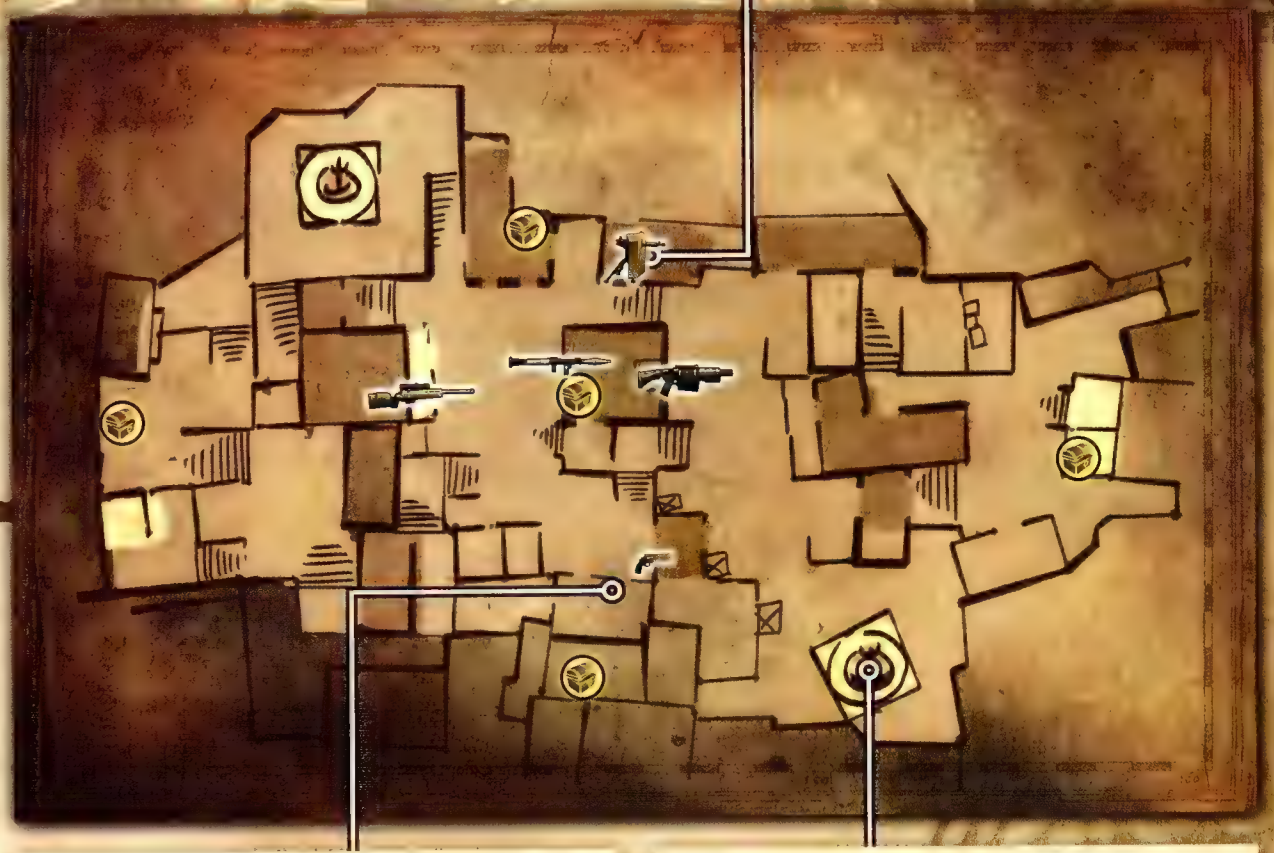
Yemen

This map offers plenty of cover positions but you're usually open to shots from other angles, so stay constantly in movement and don't run or climb in a straight line. If your team can establish control of both minarets, and therefore a degree of dominance over the entire map, then you might be able to use the fixed gun emplacement. At all other times, you may as well just paint a target on your forehead. When an enemy team has control of the two minarets, it's best to use the outer edges of the map where you can move around with cover and unnoticed. Toss a grenade at a sniper in a minaret for an easy kill.



G-MAL users have a lot to offer on this map – especially if they team up with a ranged marksman. They can work on disrupting opposing snipers and finishing off opponents. Note that the elevated open windows are fairly good sniping positions as they offer a good overview of the surroundings while enabling you to change cover or even run away almost instantly.

Listen for grunts if you hear someone climbing a minaret. Can you see a teammate arrow? If not, be vigilant, as ledge kills on minarets are very common. This is why Speedy G works especially well in Yemen: it can enable you to avoid marksmen while operating in the center of the map, and to rapidly climb the ladders leading to the two minarets without grunts of exertion.

Syria

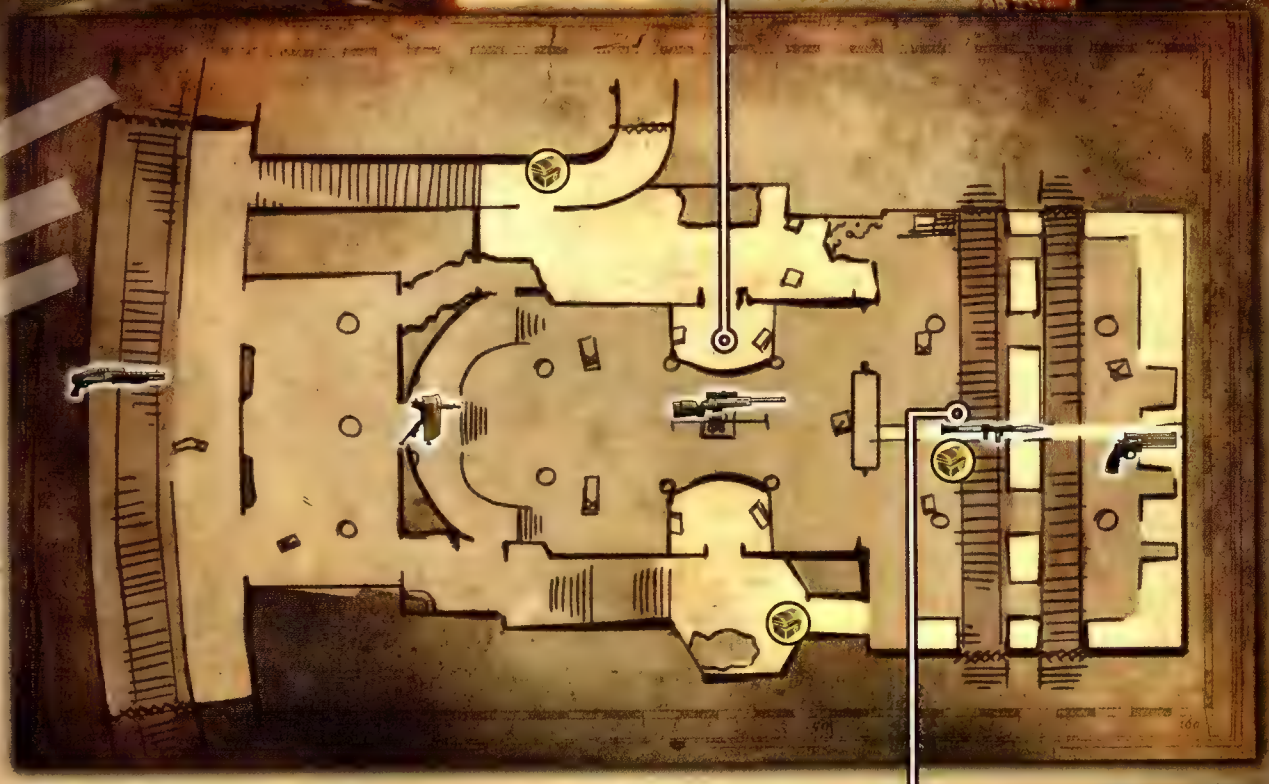
As one might imagine, the two T-Bolt spawns are also good sniper's perches. The one on the side of the town offers a slightly better view.

Another great spot is the cover at these stairs, from which much of the same area can be seen from the other direction. Watch your blind spot from this location, which is the hole in the floor inside and to your right. Whenever you are spotted while on high ground, feel free to jump to a lower floor. This is sometimes the fastest (and safest) way to escape danger.

There are several extremely good lines of sight and prime sniping spots. Take the exit out of the middle building to the right of the RPG-7 (and nearby chest). Head up the steps to the door with a lamp overhead and turn right. The first prime spot is in front of the larger of the two filled-in windows along the wall. From here, you can see the RPG-7, most of the courtyard below, the balconies to your right, and the tall stairs directly across the map (under the moon).

London Underground

The balconies on both sides of the main hall offer a great view of the battleground below. These are sniper paradises, though, as they leave you exposed on all sides. It's too dangerous to just linger on the turret. Instead, get into low cover and wait for opponents to enter the main hall – once they pass the set of stairs, jump on the turret.



In certain Game Types, this map begins with a play sequence in which two trains travel parallel to each other, with each team occupying a different train. Trains will shift positions as they move through the tunnels, being in turn above or below each other, and closer or farther from each other. Initially, you can only jump from one train rooftop to the other, but after a while you can actually reach the opposite train. While the train rooftops can be tempting, staying inside the train cars is actually more effective, offering far more cover. Don't be frugal with your grenades: the narrowness of the cars means that you have high chances to hit your targets, and you will rarely have allies in the train of the enemy team.

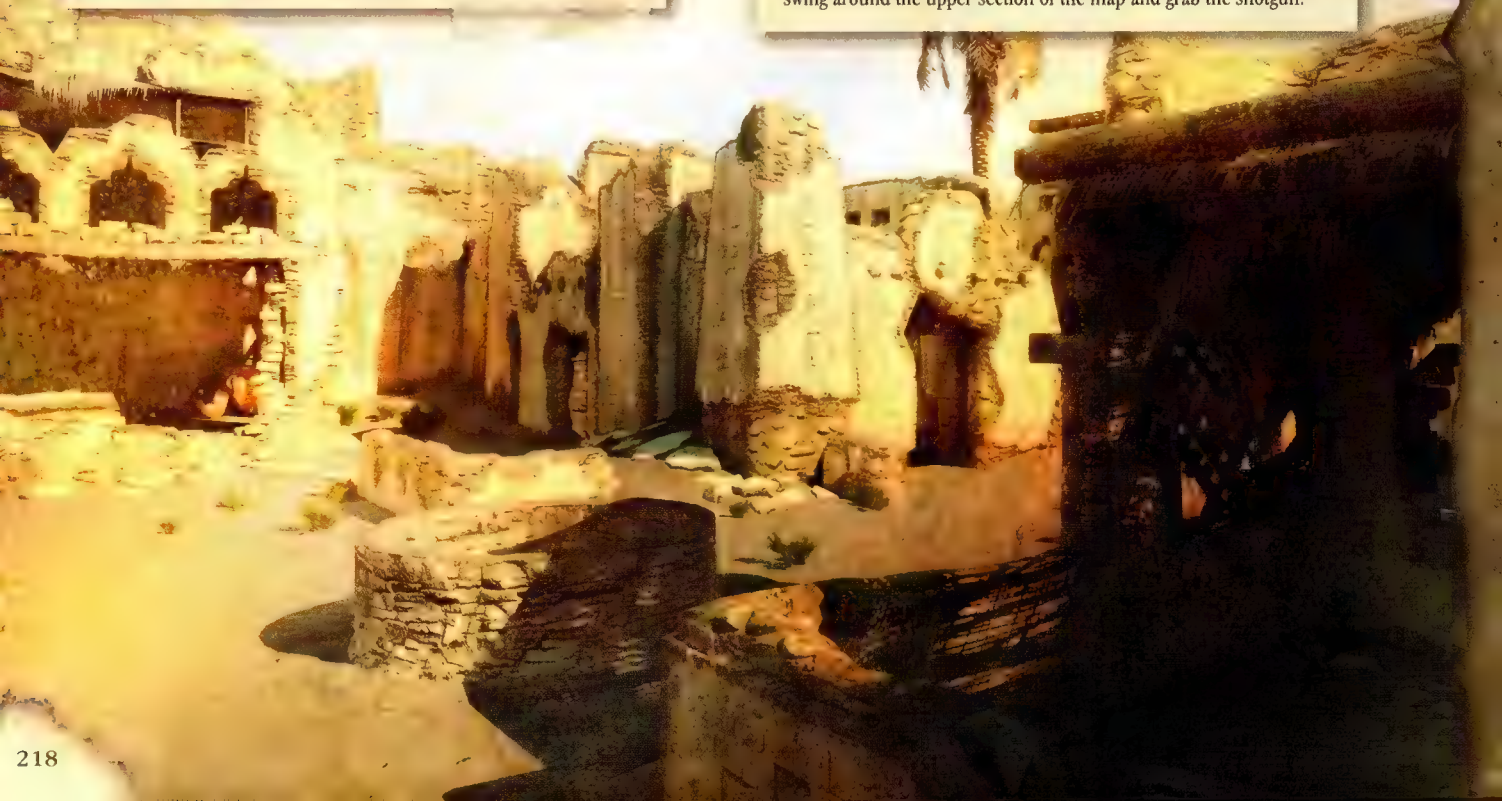
The metal beam above the railways in the main station is where you can find the RPG-7. If you manage to reach this weapon (from the stack of crates on the upper platform, next to the Mag 5 position), you are then in a great spot to immediately kill any target in the vicinity.Be careful when you jump over the train tracks: trains will occasionally cross the map and will immediately kill you.

Desert Village

A PAK-80 is available inside the building from across the well (in the direction facing away from the sun). This can be a powerful weapon with which to mow down a few opponents, but don't keep it for too long as it will slow you down

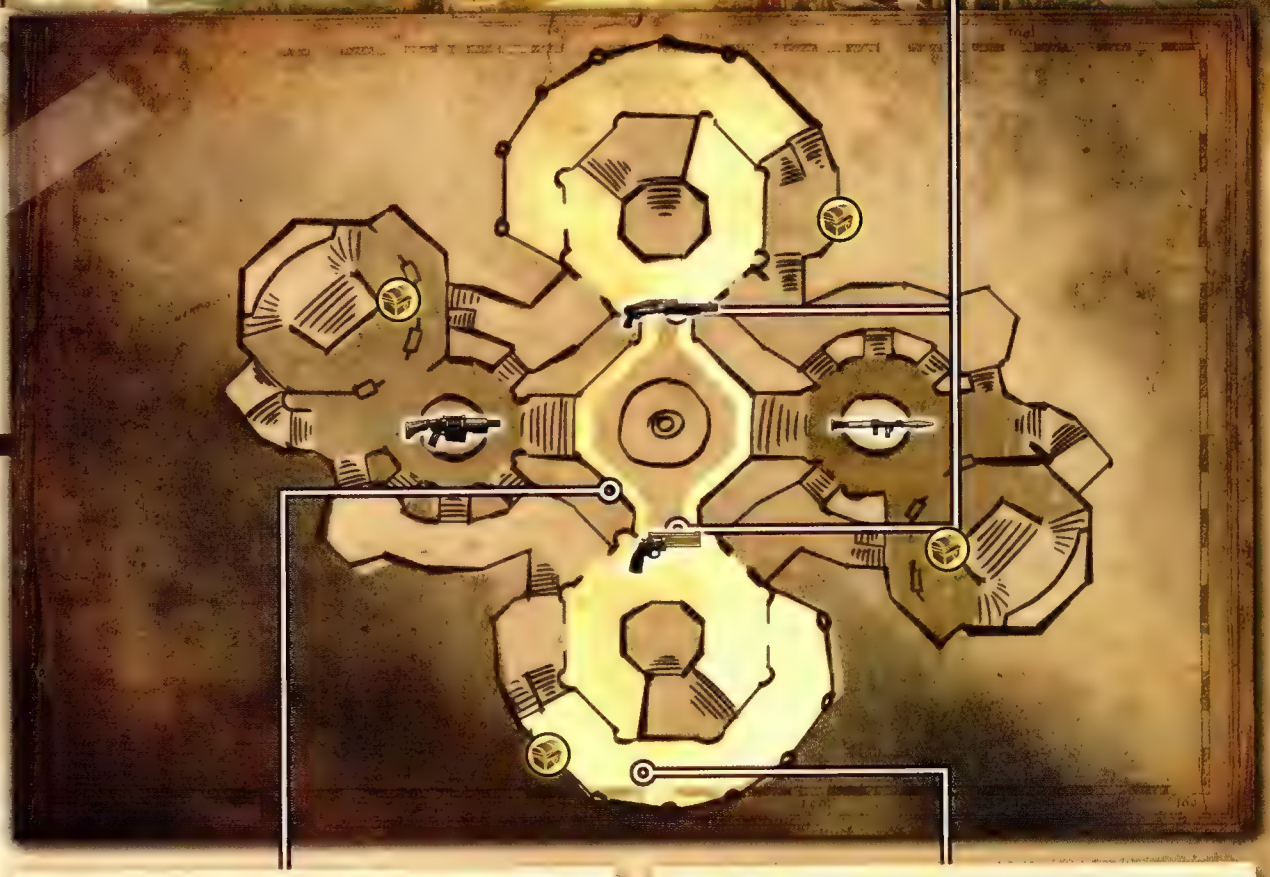
Before the sandstorm begins, the rooftops offer plenty of visibility, but limited cover. Stay in movement and watch for opponents climbing to your position as ledge kills are very common. Assault and sniper rifles work best.

When the sandstorm starts, visibility decreases dramatically and short-range weapons become more reliable. Moving to the indoor sections can sometimes be beneficial as the walls and corridors help assess the distances. Alternatively, this is also a great moment to swing around the upper section of the map and grab the shotgun.



City of Brass

The locations of the Mag 5 and SAS-12 provide the longest lines of sight on the map. At these points, players can see across into the other building, down inside the fountain building, and into the second floors of the opposing team's tower, and spawn.



The most critical feature of this map may be the fact that players may traverse the tops of the fountain building's walls. From each side, anyone patrolling the walls can look down on that side's spawn as well as anyone going through the fountain building on ground level. To reach these walls, jump from either the building with the SAS-12 or the building with the Mag 5. The drawback to using these lanes is the complete lack of cover unless you hang off the edge.

The outer balconies of the buildings with the SAS-12 and the Mag 5 can be accessed by jumping across from close to the entrance on the M32-Hammer and RPG-7 sides respectively.

Molten Ruins

If you have a scoped weapon, the top floor of the middle house in ruins can be a good sniping position. This gives you an excellent view over the main courtyard, but also on the bottleneck at the dome's main doorway.

Keeping your team inside the dome building can be a great way to rack up points but you can't do this for very long. Climb up on the balconies on either side of the dome's main doorway, and from here to the opening above the doorway – you will find the Mag 5 in a small room that offers a great view of the surroundings. The M32-Hammer lies just below that position, on the doorway's arch.

The top of the broken archways offer plenty of opportunities to eliminate targets below, though you should stay on the move or else you will be a sitting duck. Run to the nearby M32-Hammer whenever it spawns: this should allow you to score a couple of easy kills.

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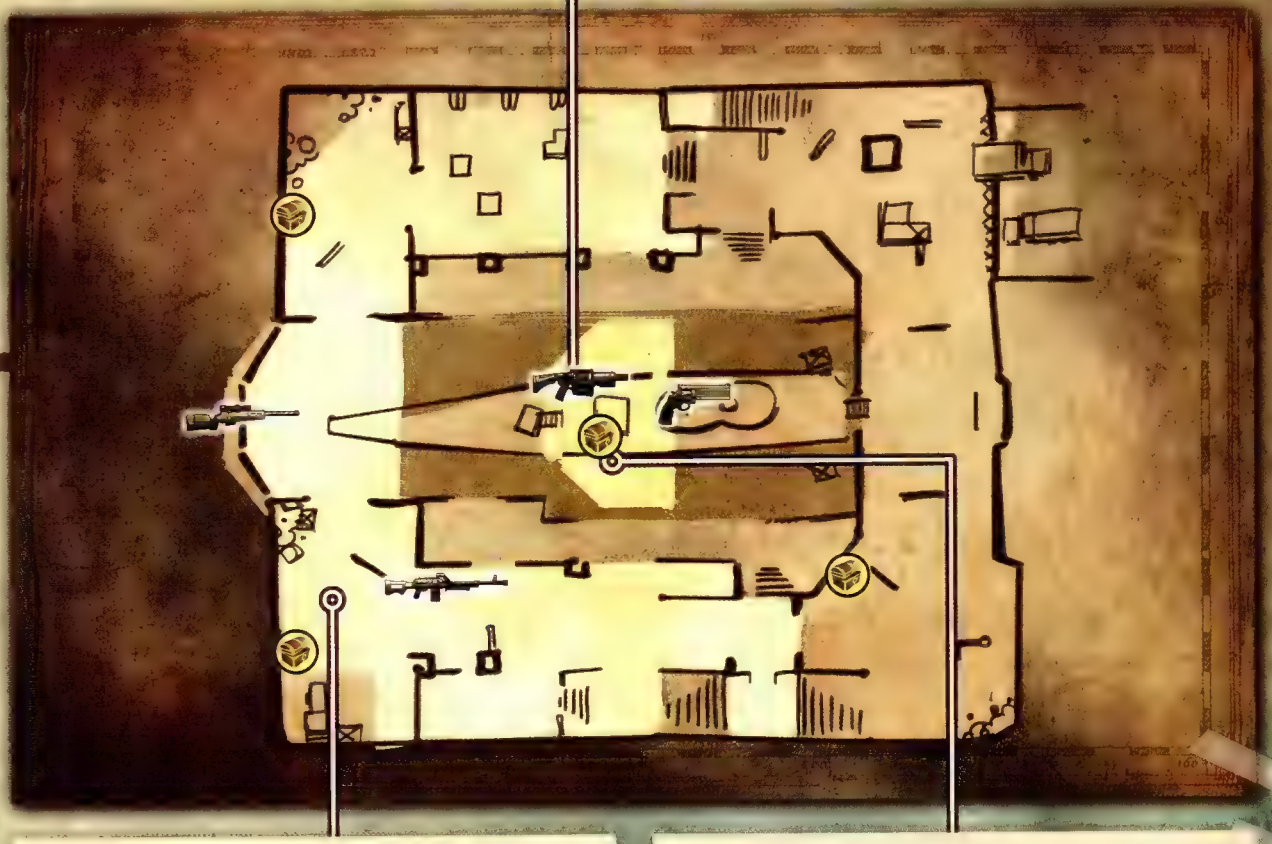
Facility

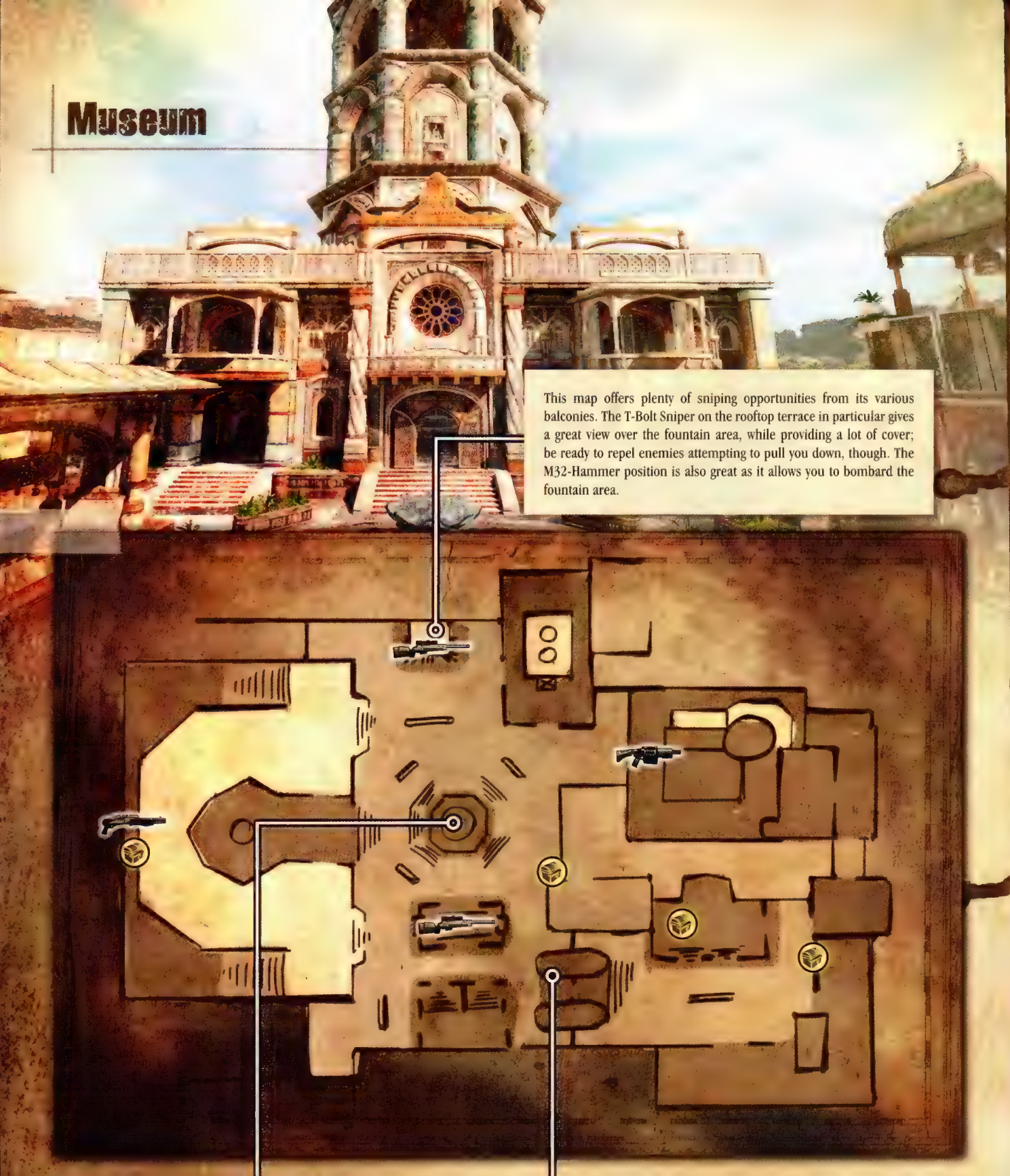
There are four power weapons located close together at the center of this map: the M32-Hammer can be found on the hanging platform, the Mag 5 is on the nearby submarine, and from the hanging platform, you can jump to the upper floor where lie the PAK-80 (above the furnace) and the T-Bolt Sniper (around the corner). Make sure not to stay in this location for too long, though, as your opponents will inevitably collect power weapons too.



The long sight lines that this map offers are great for scoped rifles such as the T-Bolt Sniper, the FAL-SS and the G-MAL. Don't stay in aiming mode for too long, though, as the numerous corners and cover positions available mean that an opponent can easily flank you.

The hanging platform in the middle of the map is a great spot to use the Callout weapon mod. In team-based games, this can give you the edge to overpower your enemies.

Museum



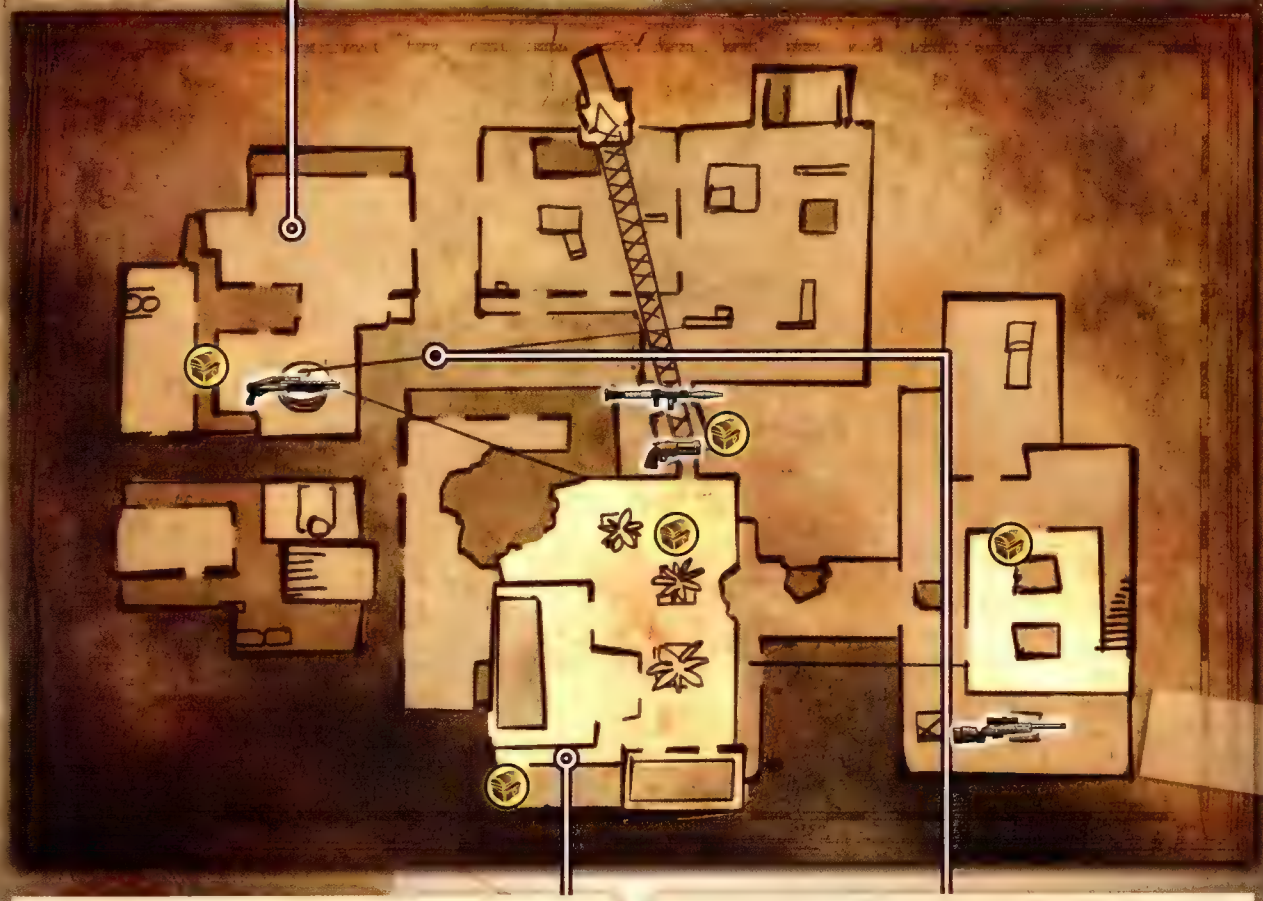
This map offers plenty of sniping opportunities from its various balconies. The T-Bolt Sniper on the rooftop terrace in particular gives a great view over the fountain area, while providing a lot of cover; be ready to repel enemies attempting to pull you down, though. The M32-Hammer position is also great as it allows you to bombard the fountain area.

A lot of the action takes place in the area with the water fountain. You can avoid this busy area by using either the interior of the museum or the bridge at the other end of the map.

A Riot Shield might not seem ideal for this map, but taking one can actually be a good strategy: put it on your back to enjoy a good degree of protection as you run to a power weapon.

Highrise

Though it's tempting to jump from building to building in order to chase down an opponent, this exposes you to enemy fire, especially when you end up hanging from a ledge. It's usually wiser to try and intercept a target using the interior spaces, as these offer far more cover.



This map is very vertical, making the Monkey Man Booster a solid choice. This will, among other things, help you reach the power weapons first.

This level allows for creative tactics for quick and masterful escapes. Learn your escape routes – the ziplines in particular offer great escape routes from the sniping areas.

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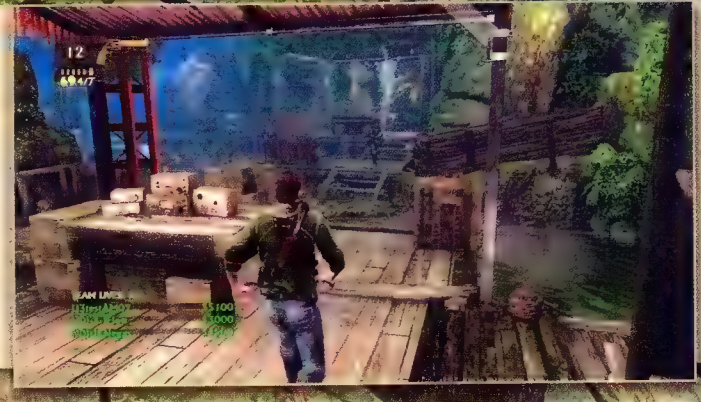
CO-OP ADVENTURE WALKTHROUGHS

Borneo

Suggested Loadout		
Booster Slot 1	Booster Slot 2	Medal Kickback
Regeneration	Kickback Endurance	Militia Man

I. Stealth kill the first guard to obtain a weapon, then take cover behind the log and dispatch enemies within range. Once every party member has a firearm, you can advance to the next logs and defeat the subsequent wave of enemies. A checkpoint is triggered once they're all down. To open the container, a player will need to hold △ for a relatively long period that will leave him or her exposed (📷). Meanwhile, the other team members need to repel enemies coming from the area with the logs as well as from the bridge above. Ideally, one party member should focus on one direction only. Once the crate is open, finish off any survivors, stock up on ammo and activate the next checkpoint. If required, the character opening the crate can run away and come back to finish the task later.

II. Cross the bridge and use the first cover position to eliminate the nearby guards. Move forward until you reach two wooden crates – spread out your party behind the crates and quickly dispatch the enemies ahead before an armored opponent enters the fray. As soon as he does, focus your team's fire on him, using grenades to stall his advance. If a party member is overwhelmed, he or she can drop down into the river, and climb back up via the ladder once the immediate threat (a grenade, for instance) is gone. Run to the log and the crate before the next bridge (📷). Let the next few enemies come to you to kill them, including the armored shotgunner. You can then safely cross the bridge. Run forward to trigger a new wave of enemies, then come back to the bridge. Two teammates can operate from here, as this position offers a good view of both paths starting from the bridge. The third party member can remain on the other end of the bridge. If things go awry, that character can then revive the other two. Once your opponents stop coming to you, advance slowly (have at least one character on each path) until you reach the back of the area, where an armored guard awaits. As you're approaching from two different paths, you're in an ideal situation to flank him. Land as many headshots as possible and throw grenades to prevent him from attacking you, making sure you don't let the grapplers coming from the side grab you.



III. After the checkpoint, run to the camp and spread out your party. Each character should use one of the cover positions available – we recommend the two crates on the sides and the table in the middle (📷) as this leaves you far enough from each other not to be caught in the blast area of a single grenade. You have to face a very large wave of enemies, eventually led by an armored boss who will toss grenades in batches of three. Your real objective is to open a crate in the center of the area, but this isn't a realistic proposition until you have killed everyone. Whenever you have an opportunity, dart forward to pick up a more powerful weapon (including a Tau, shotguns and a Riot Shield), then return to your original cover position. Once most soldiers are down, you can spread across the map to flank the armored shotgunner. More enemies will attack the moment you start opening the crate by holding △, so have the other party members ready to dispatch them, including those sniping you from the ledge at the far end of the area. You will reach a checkpoint once you have eliminated all immediate hostiles.

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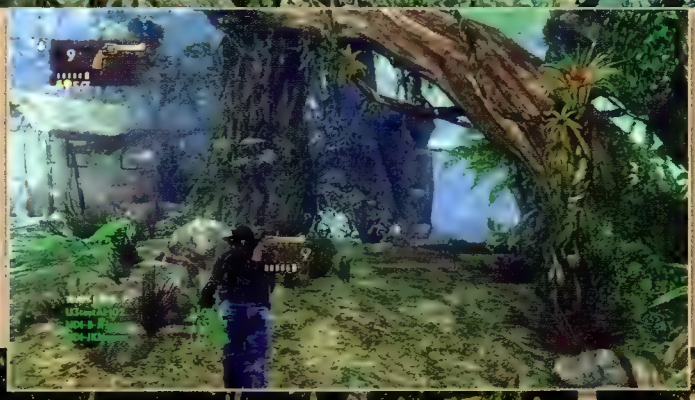
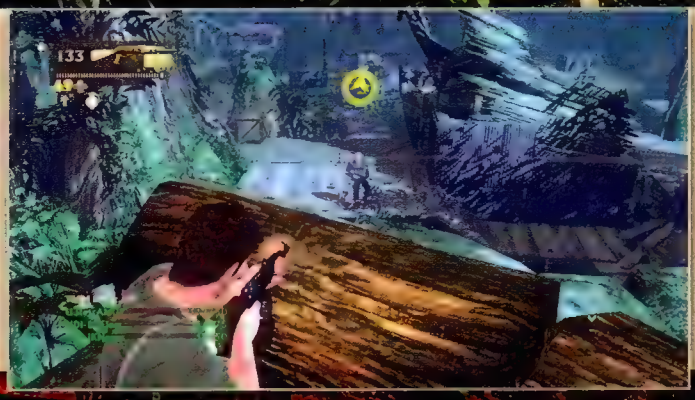


IV. You can find a Tau Sniper at the back of the area after climbing the ladder. Take a right just before the tent (📷) and drop in the river by the waterfall (where you will find a Wes-44). Immediately aim upwards and eliminate all of the guards that appear towards the top of the waterfall – a single grenade thrown up there can kill several of them at a time. Your priority is to not let your opponents reach the ledge on the other side of the waterfall or you will be flanked. Should that happen, retreat into the corridor you arrived by, as this offers an effective choke point. Jump on the ledges to the left of the waterfall when you're ready. A final wave of soldiers will run at you when you reach the top of the path. Wait for them and take them all down (you can even use pull-down kills) to trigger the next checkpoint.



V. One party member should stay at the initial cover position, while the other two jump to the left and reach the position further ahead (📷) behind a log. A G-MAL is thoughtfully placed there, and you can get a sniper rifle by stealth killing the enemy wielding it. From these vantage points, you can snipe all of the enemies down below – as a fringe benefit, you will notice that their grenades tend to land far behind you because of your elevated position. Throw a couple of grenades to wear down the armored targets and the one wielding a Riot Shield, and finish them off when they stumble. More enemies will appear as you start opening the container. The other party members can take care of these, covering the sides and the interior of the main tent, though you can of course pause the process and resume it once you repel an attack. Opening the first container triggers a checkpoint.

VI. The second container is even harder to secure as it is defended by numerous armored opponents, as well as RPG-7 users. Pick up the nearby Dragon Sniper and take these down as an absolute priority. You can then snipe further targets from where you are, while one party member rushes to the position where the RPGs are. Acquiring this weapon is obviously a great way to dispatch a couple of armored targets, but more generally this is also a very good vantage point from which you can flank your enemies (📷). With one character in position with the RPG-7, and another at the top of the tower in the back, the third party member can open the container and be relatively well covered when more enemies arrive. Take a break when you're overwhelmed and go behind cover, then resume once all opponents have been eliminated.

VII. You now have to face a boss who is extremely resilient and wields a sniper rifle. Run to a good cover position – the top of the nearby tower (📷), the position where you picked up the RPG earlier, or the back of the area – and eliminate as many weaker targets as possible to thin enemy numbers. You can then focus on the snipers, and finally on the boss himself. Try to land headshots and regularly hit him with grenades to prevent him from inflicting too much damage.

London Underground

Suggested Loadout

Booster Slot 1	Booster Slot 2	Medal Kickback
Fleet Foot	Overstock	Quick Boom

I. The game starts in the Victorian station encountered during the single-player adventure. Stay at the back of the room, near the elevator (📷), and progress slowly and in formation. There are numerous cover points available, and you can also climb on top of the passenger cars to snipe targets (you can find a Tau Sniper on top of the left-hand car). After working your way to the second large area, keep an eye out for enemies spawning on top of the trains behind you.

II. Once you reach the first checkpoint (where the entrance to the Tudor library has been sealed), have one player remain near the wall with a long-range weapon while the other two players travel together back towards the start. Your goal is to kill the agent up on the crates, take his RPG-7 (📷), and fire at the walled-off entrance to the Tudor library.

III. After the next checkpoint, dispatch the few enemies on your way to the library. Melee attacks work well in these confined spaces. A further checkpoint triggers a new wave of enemies, with the smoke in the room decreasing visibility dramatically. Stay at the back of the room, dispatching all targets within sight from behind the large pillars or the balustrade. Watch each other's backs as grapplers will attempt to flank you. If you manage to retrieve a shotgun from one of your victims, the rest of the battle will be much easier as most of your enemies are at pointblank range. When the armored boss enters the fray (📷), spread your party out so that you can flank him and have all party members pin him down with headshots. You can pick up an M32-Hammer on the top floor of the library, and either use it here or take it with you for the next battle.

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IV. After the checkpoint, you end up in Atwood Station. You can find powerful pistols on the electrical boxes coming out from the sides of the tunnel, and a sniper rifle at the back of the tunnel. Have one team member push the cart down the track while the others use it as cover to snipe the enemies further down the tracks (📷). If you have a weapon with a scope, it's fairly easy to land headshots from your position. As you progress down the tunnel, enemies will start attacking you from behind. Take these out immediately to eliminate the threat they represent for the player pushing the cart. Note that all players in the party will earn the Unyielding medal for pushing the cart to the end without stopping. Use the cart to jump above the fence and dispatch the guards behind it (melee attacks work well here). Get the PAK-80 dropped by the armored opponent and be ready to mow down grapplers that come from the train. Pick up as many power weapons as you can before you leave.

V. Once you reach the checkpoint by the fenced gate, make sure everyone is fully equipped with shields or long guns before you slowly advance up the stairs. Take down the enemies as they come towards you, and don't forget to occasionally check behind you (📷) – you can use shields to protect your party on both sides. Focus fire on the armored foe's head for a swift takedown. Progress slowly through the room and the next flight of stairs, dispatching each new wave of enemies as they arrive (and try to save the RPG-7 available here for later). It makes sense to have two characters each focus on one side, while the third stays slightly behind to provide backup (and to revive them if required). In both instances where you fight from the bottom of a stairway, toss grenades at the top of the stairs as you're likely to strike at least one armored target (including one wielding a Riot Shield) close to the exit to Atwood Station.

VI. As you reach the streets of London, you are welcomed by a large wave of armored opponents. Roll towards a cover position on either side and use any power weapons and grenades at your disposal to thin their numbers before they spread out. If you brought an RPG-7 or an M32-Hammer from previous areas, you can use them to quickly take out the turret truck (📷); on Crushing difficulty, it's better to use these weapons to thin out the first wave of enemies, and then take out the turret truck from behind cover with grenades. Split up to prevent the grenade-launcher boss from killing the whole team. Have two players rush to the turret – the first one to arrive needs to immediately get on the turret and take down the armored opponents. The other players need to protect him and draw fire, especially from the rooftop enemies. If you lose control of the turret, this battle will become much harder to win.

Monastery

Suggested Loadout		
Booster Slot 1	Booster Slot 2	Medal Kickback
Explosive Expert	Team Safe	Carpet Bomb

I. Press △ repeatedly to break free and eliminate the first few guards (📷). Walk to the only open door to trigger the next wave of enemies. Dealing with them in the relatively open courtyard is difficult as they can flank you, and some will attack from the balconies above. Stick to the hallways to collect the grenades and catch the enemies crossing the middle of the courtyard. When the armored bosses enter the fray, use the hallways and pillars to cut off their line of sight while staying in cover. On Crushing, watch out for grapplers coming from the starting area.

II. Spread out on the ledge where you begin the next fight. With Dragon Snipers at your disposal, you can easily dispatch all the enemies down below. If you activate the interactive "keys" while some enemies are still alive, the entire team will earn a Hang In There Medal; to achieve this, have one player move forward and attempt to reach a key, while the others cover him as he will be vulnerable while traversing. Hanging simultaneously from both interactive "keys" reveals new handholds (📷). Use these to climb down to the lower floor. Stock up on ammo and grenades before you activate the next checkpoint.

III. The next battle is very intense, featuring several Riot Shield users, followed by a guard wielding an M32-Hammer, and a final wave including another grenade-launcher user. With many grenades available in the church, the solution is obvious: cooperate with your teammates – while one tosses a grenade at a Riot Shield bearer, the others need to dispatch him as he stumbles (📷). You can employ the same tactic against the grenade-launcher user. The only location where enemies cannot attack you from behind is where you started the battle, by the candles. Retreat there for the final wave, with each party member focusing on one area of the church.

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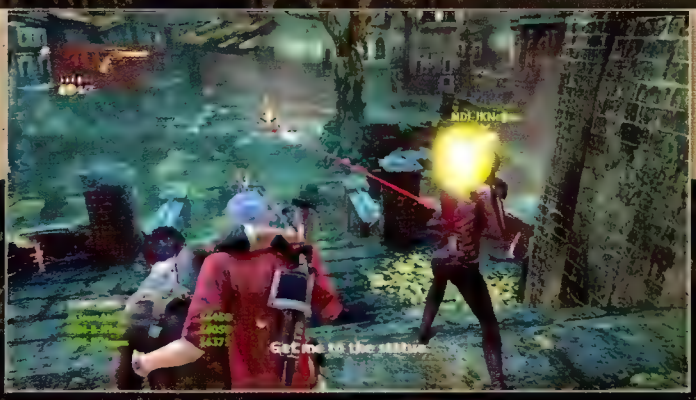

IV. Outside the church, immediately carry Nate behind cover, at the bottom of the first flight of stairs. Dispatch your enemies from here, with the sniper ahead being your priority (). Once you have killed everyone, pick up new weapons and ammo – you will find a Wes-44 and shotguns in the vicinity.

V. As soon as you carry the wounded Nate to the statue in the center of the courtyard, a long sequence begins where your goal is to protect the statue in the center of the courtyard. While fending off ground troops, you must keep your eye out for the numerous RPG-7 wielders who will fire at it. To maximize your chances, have two party members each watching one half of the map and sniping the RPG-7 users as soon as they appear, while the third character protects them from the approaching enemies using a shotgun or any other powerful close-range weapon – or, even better – an RPG-7. This will make it much easier to dispatch the armored enemies who can otherwise overwhelm you. The two party members dedicated to sniping need to watch the archways both on the floor level and at the top of the buildings (). You will know that the battle is over when a checkpoint is triggered. If you manage to prevent the statue from taking a single shot, the entire team will earn the Curator Medal.

VI. A short but intense battle follows, with three bosses attacking you at the same time. Immediately retreat to cover as they use powerful weapons (including an M32-Hammer) and throw multiple grenades as usual. Spread out across the map to flank them. One party member with a sniper rifle can consider retreating to a dead end in a corner of the map to pick off targets from afar (), while the other two use powerful short-range firearms. As soon as the M32-Hammer becomes available, put it to use to finish off the other boss. As this is the final battle, feel free to unleash everything that you have to hand.

Syria

Suggested Loadout

Booster Slot 1	Booster Slot 2	Medal Kickback
Beast Mode	Monkey Man	Team Medic

I. Pick up the Mag 5 on the floor below your starting position, then go down to the lowest floor (📷) until you encounter your first opponents. Try to toss a grenade immediately at the Riot Shield bearers. If you're accurate, you can dispatch both of them instantly. An alternative option is to flank them from both sides of the circular room.

II. After the first checkpoint, quickly dispatch the first two guards, then run to the cover positions in front of you, where you have a good view of the entire courtyard (📷). Use a scoped weapon to snipe as many targets as possible from here, especially those on the far ledge. (Note that you will find a Dragon Sniper and an RPG-7 if you run to the end of the path to your left, but enemies will jump down to you from the ledge above.) Dispatch the snipers that appear on the rooftops in priority, as they can take you down in a single shot. Keep an eye on the stairs to the left as enemies can flank you from that direction. On Crushing difficulty, an armored shotgunner appears behind you – immediately focus the entire team's fire on him. If needs be, go down to the courtyard to finish off any survivors.

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III. The next checkpoint sees you pinned against a stuck gate as enemies start to flood the area. Run across the courtyard and bunker down in the indoor section (📷), with each party member focusing on any possible enemy entry points. As a fringe benefit, staying relatively close to your allies will enable you to watch each other's backs. If you manage to secure a powerful weapon such as a shotgun, you can opt for a "run and gun" approach to clear the courtyard. Be mindful of enemies on the balconies above, though. These are best dispatched with scoped weapons.

IV. Once a helicopter drops an armored foe on the battlefield, immediately run to cover and pick up power weapons such as the M32-Hammer on the courtyard floor. Throw everything you have at him, including grenades, as he can take you down very quickly. Spread out and keep moving to avoid the range of his grenades (whose throwback timing is tighter than usual). Activate the checkpoint and swim until you see a wooden pillar with handholds (📷). You can start the next battle in various ways. The most effective is to perform a triple stealth take-down – each player needs to get into position (one at the top of the well, the other two on the outside wall which you can access through a hole) and take out all the guards at the same time. This is vital on Crushing as these opponents will be armored.

V. The next section requires cooperation to acquire "key" idols following on-screen waypoints: one character lifts a statue while another retrieves an idol (📷). Picking each of these up spawns a wave of enemies, which you need to kill before you place each idol on its pedestal. As one character carries an idol, have the other two act as guardian angels – the upper ledges offer a good view of the courtyard. Whoever carries the idol can also choose to throw it towards the pedestal. Get rid of the RPG-7 wielders with a scoped weapon as soon as they appear, and use a grenade against the Riot Shield user. Progress slowly and in formation if you don't want to take any chances. The armored Brute is best dealt with using a concerted assault as he can toss multiple grenades at a time and is extremely resilient. There is a stash of weapons right when you get out of the well – return here if you run low on ammo. You can also find an RPG-7 in the room behind the second idol statue and a PAK-80 in the room behind the third statue.

VI. After the checkpoint, jump on the other side of the window to climb to the top of the tower. Rush to the protruding stones to take cover before you begin to dispatch the enemies above. Progress from one cover position to the next, eliminating all the opponents that appear before you move on. Once the final showdown begins, your goal is to take the helicopters down using an RPG-7. Run to cover and wait until they stop moving before you shoot (📷). Things get tricky every time guards enter the fray. Get rid of these as a priority, rolling around to avoid incoming fire from the helicopters. It is a good idea to split your team up into roles. Have one player concentrate on dispatching the enemies as the other two grab RPGs to take out the helicopters. You can then focus your rockets on the gunships again, repeating the previous steps until both are destroyed. On Crushing difficulty, it will take two players to handle the enemies, so the one wielding the RPG-7 should be a good shot.

Airport

Suggested Loadout

Booster Slot 1	Booster Slot 2	Medal Kickback
Scoped In	Ammo Award	Sniper

I. Start off with a stealth kill, then move slowly from cover to cover, eliminating all the enemies that come to you. Watch for the armored enemy who drops down at the start – try to pull him down for a swift finish (). You will probably find the snipers on top of the containers hard to hit from the bottom section, so run to the containers ahead and hide in the blind spot. Dispatch any remaining opponents before you resume your climb. Using a G-MAL, you should soon be in a good position to kill them. Otherwise, one player can climb to the roof of the hangar on the right-hand side and kill them from here. Whether you climb here or to the highest container on the left-hand side, this will enable that player to perform a pull-down kill on the armored opponent. Another battle takes place on the roof. Spread out and use the various cover positions available to stay out of the line of fire. Watch out for the grapplers that come out of the electrical room on the left – you will find an RPG-7 in this room, so once you've cleared the roof, jump down and grab it. Replenish ammo and pick up a Dragon Sniper after the checkpoint.

II. From the rooftop where you found the Dragon Sniper, you can easily eliminate the snipers on the rooftops (). Once they're dead, take care of the armored opponent in the area below. One option is to lure him onto a rooftop or container, and perform a pull-down kill from there. More soldiers will appear when you drop down to the ground, but these do not pose much danger and it's easy to flank them by running around. Spread out and take them down one by one. Finally, eliminate the snipers that appear on the roofs using a G-MAL to reach a new checkpoint. Roll often to break the lock of their laser beams.

III. Before you drop down, pick off as many enemies as you can from above using a scoped rifle if you have one. There isn't much that you can do against the fixed turrets so just avoid their shots. Now drop down to the area below and split up, always avoiding any turret fire. By spreading across the map, or even going inside the garage, you can actually flank the armored opponents as well as the turrets (). This will force the turret operators off, giving you an opportunity to pull them down. Once the enemies wielding the turrets have been dispatched, one or more bosses enter the fray (depending on the difficulty level: one on Normal, two on Hard and three on Crushing). Spread out and stay on the move, using all the power weapons available, including the RPG-7 on top of a container with the turret on the left, and an M32-Hammer by a nearby blue car. Before you activate the next checkpoint, make sure you pick up some good weapons and replenish ammo. You can find a Tau Sniper and a T-Bolt Sniper near an empty container in the middle of the area – these will prove handy in the next battle.

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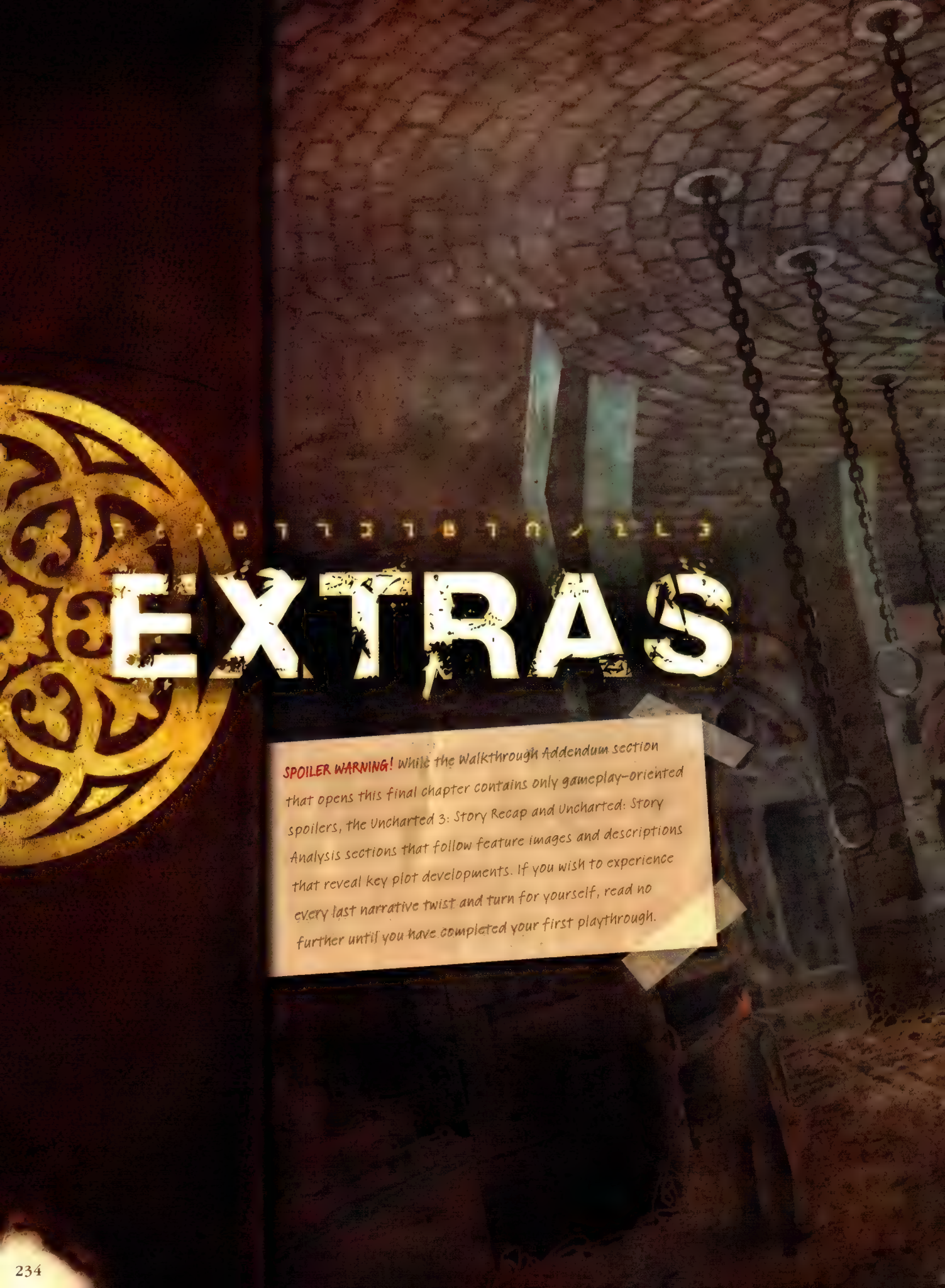
IV. Don't rush to follow the truck in the next zone. Take cover to avoid the incoming rockets and slowly inch forward, picking off the grapplers as they come to you. Once you've pushed far enough or taken out some RPG-7 users, a new wave of enemies appears, including several Riot Shield bearers (📷) – some attacking you from behind. Immediately retreat to your starting position, up the slope if necessary, and dispatch the nearby opponents. As usual, grenades work great against those carrying a shield. Feel free to use a shield dropped by one of your victims to secure easy kills against the armored opponents that attack you.

V. As soon as you're relatively safe, one party member should start picking off the RPG-7 wielders on the rooftops at the far end (📷) – this is where you will come to appreciate the sniping weapons from the previous area. If you don't have any, you will find a T-Bolt Sniper against a pillar on the left-hand side, below the curved roof; another one lies against a container on the opposite side of the area. Meanwhile, the other players should protect their ally from the grapplers that will rush to your position. Reinforcements will soon appear, including more shield bearers and armored opponents. Retreat to a safe location to dispatch them, then finish off the additional RPG-7 wielders that spawn on the rooftop once the coast is clear. Before you activate the next checkpoint, try to collect at least one RPG-7 and the M32-Hammer hidden behind a container (close to the position of the second T-Bolt Sniper).

VI. After the checkpoint, a very intense battle begins, where you must fight Lazarevic, Eddy Raja, Flynn, and multiple armored opponents simultaneously. Immediately take out the two armored foes close to Lazarevic as they will not respawn. Eddy and Flynn are snipers – they will stay in cover and pop out, taking two shots. If you get hit once, immediately get into cover as a second shot would be fatal. Lazarevic on the other hand will rush you and try to take you down at close range with his shotgun. Never try to engage him head on as even one shot from him at close range can kill you. Instead, flank him while he's engaging another player, then escape before he can attack you. The left rear corner of the arena is your best place to operate from. Flynn and Eddy will have a hard time hitting you there; Lazarevic will still rush in but you can usually escape through the open container. Whenever a party member falls, their allies should quickly run to his or her rescue before they split up once again. The key to winning this battle is to focus the team's fire on one of the three bosses at a time. If you all shoot whoever you encounter, it will take a very long time before any of your opponents fall. Conversely, if you all aim at the same target (📷), you will soon have one less gun turned against you. This is also a great time to use any Kickbacks that you've been saving: a well-timed Team Medic can pull your team back from the brink, or a well-aimed Cluster Bomb can help take down one of the bosses quickly. Repeat this until all your enemies fall, collecting weapons dropped by vanquished foes to speed things up.



EXTRAS

SPOILER WARNING! While the Walkthrough Addendum section that opens this final chapter contains only gameplay-oriented spoilers, the Uncharted 3: Story Recap and Uncharted: Story Analysis sections that follow feature images and descriptions that reveal key plot developments. If you wish to experience every last narrative twist and turn for yourself, read no further until you have completed your first playthrough.

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WALKTHROUGH ADDENDUM

Primarily designed to help players on a Crushing difficulty playthrough, this section offers a wide variety of tips, techniques and alternative strategies that can be useful or interesting to try on all difficulty levels. If you have yet to complete the story, bear in mind that this section contains **spoilers**. While we have taken steps to avoid mention of narrative events, the pages that follow cover gameplay features and set-piece battles. If you would rather see all of these without prior warning, be very selective in how you read on.

Icon	Meaning
	Nate's movement
	Enemy movement
	Nate's starting position
	Stealth kill
	Optional action
	Silenced Pistol shot

CRUSHING DIFFICULTY: GENERAL ADVICE

- Whenever possible, kill enemies with stealth techniques. The bonus weapons you acquire are invaluable, and you can even bypass certain viciously difficult combat encounters entirely.
- Stay snapped to cover or take refuge out of sight at all times during combat. A single opponent with an automatic weapon can kill Nate in a heartbeat.
- When you have a number of marksmen firing on your position, it's generally best to leave snipers until last. Their slow rate of fire makes them far less of a threat.
- Don't be too quick to emerge from cover when Nate is wounded. A single bullet will reset the protracted healing time, so it's better to wait.
- Master the art of blindfiring. Crossfires are deadly, so you will often find that a tactic of waiting for enemies to approach Nate's position will enable you to reduce the number of guns ranged against you. Each weapon has a distinct feel in blindfire situations, so be prepared to practice.
- Learn to "pre-aim" by aligning the camera so that an opponent is approximately within Nate's sights when you emerge from cover to fire (see the accompanying screenshots). Briefly tap L1 to ascertain the precise position of the reticle without putting Nate in danger. Unlike lower difficulty settings, you simply don't have the time to pop your head out and spend seconds lining up a shot.
- Don't allow yourself to become too focused on a single target, especially when you are wielding a scoped weapon. This is a bad habit, and one that will regularly meet with a deadly close-range rebuke from a sneaky assailant.
- The Crushing difficulty demands efficiency, not artistry. A quick volley of bullets to the chest is easier to achieve than a precision headshot.
- Regard every enemy grenade that lands at Nate's feet as a gift, not a threat. Throwbacks are an essential part of any successful Crushing playthrough. Indeed, there are a number of battles where you can sit and wait for grenades from the safety of a cover spot and kill some of your assailants by redirecting them elsewhere. As with basic marksmanship, it helps to "pre-aim" your throws in advance. Some enemies are more inclined to throw grenades than others; try to leave these until last on your hit-list to ensure a steady supply of throwback opportunities.
- Chivalry is a hollow concept when you companions are effectively invincible. If Nate's companions ever take up residence in a cover spot you need to use, just barge them aside.
- In some battles, moving to specific positions will force enemies assigned to spawn there to arrive from a different location. This is true for all difficulty levels, but is especially pertinent on Crushing where it is a feature you can occasionally exploit.
- Unless linked to a special event, there are no button prompts during melee battles on Crushing. Instead, you must read the signs (for example when an enemy winds up to strike) and react accordingly. There is a distinct "time slowing" effect that always precedes a dodge and counterattack opportunity.

1. While in cover, "pre-aim" by aligning the camera on your opponent.

2. If required, briefly tap L1 to ascertain the precise position of the reticle.

3. Quickly pop out to take your target down, then immediately get back into cover.

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CHAPTERS 1 TO 5

General Tips

- **Chapter 5:** In London Underground, Sully and Cutter's comments to Nate vary in accordance with your actions up until you reach the secret library. Try taking an aggressive approach to the early encounters with Agents to hear a range of rebukes.

- **Chapter 5:** Acquiring the Mag 5 and M9 (see page 58) makes the battles that follow the escape from the secret library *substantially* easier. Align the camera in advance before you attempt to headshot the distant marksmen, then pop out and headshot them with a single bullet. This can be difficult in the first encounter, but is rather less exigent once you acquire the KAL 7.

- **Chapter 5:** In North Atwood Station, watch out for opponents flanking you via the back of the train. In the stair tunnel that follows, have your gun drawn as you ascend: there is no cover here, so you'll need to eliminate the Agents who approach you instantly. With the second set of steps, run to the top and take cover immediately.

CHAPTERS 6 AND 7

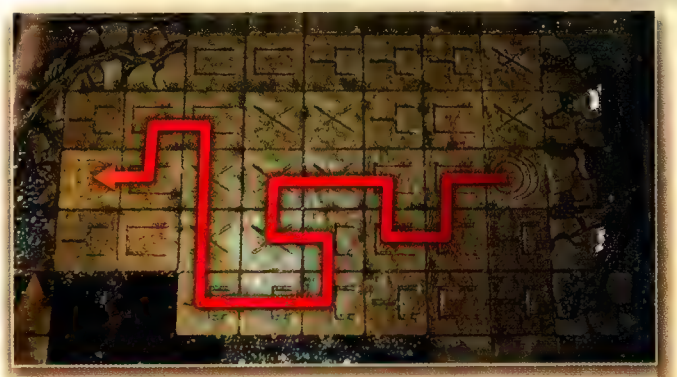
General Tips

- **Chapter 6:** In the first major battle in the Chateau level, follow the main walkthrough strategy of hiding behind the well, and wait for opponents to approach you for simple AK-47 blindfire kills. If you can be bold and wait for opponents wielding shotguns to move close to your position, this becomes much less effortful once you can grab a Sawed-Off Shotgun. There is always a single suited Agent who lingers at the far side of the area, beneath the building where the windows burst open. If you sneak over to his position via the path alongside the main house, you can be in a much better position to kill the marksmen that appear behind the windows; indeed, you could even climb up to employ pull-down kills. Bring your gun to bear the very moment you leap through a window: the shotgunner who bursts through the door can send you back to the previous checkpoint with a single blast.

- **Chapter 6:** In the second battle, following the final grenade tutorial, you can fight an ultra-conservative strategy by waiting at the bottom of the steps, sights trained on the doorway ahead, to wait for aggressive opponents to arrive. When they cease to move to your position, head back upstairs and shoot enemies below to trigger subsequent waves.

- **Chapter 7:** In the final battle of Stay in the Light, after the stairwell collapse, kill the initial enemies, then wait for the walls to burn down before you engage the others. Don't go any further than the room with the bathtub: this area offers you an essential avenue of retreat.

Puzzle Solutions



Semita Solis Puzzle Solution

Guardians Puzzle Solution

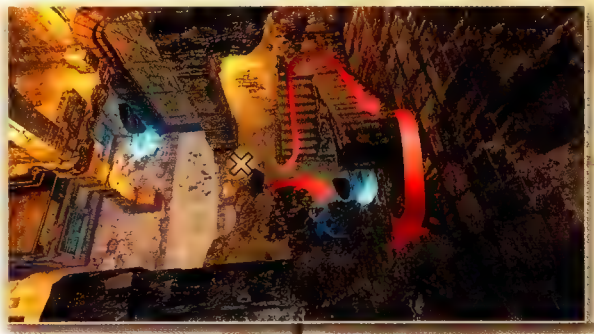
General Tips

- **Chapter 8:** Acquiring the Mag 5 and a full complement of grenades in the opening encounter on arrival in The Citadel (see "Stealth Strategy: Visitor Center") makes a real difference on Crushing.
- **Chapter 8:** You can roll away and tap L2 to drop a grenade when the Brute bursts through the door inside the keep, weakening him substantially.
- **Chapter 9:** The opening sections of the escape from the crusader citadel are extremely fraught on Crushing. Once you return outside after the Globe puzzle, roll frequently to dodge incoming fire.
- **Chapter 9:** Shoot the Agent on the high platform inside the visitor center during the subsequent battle, but leave his ally on the left alone for now: he regularly throws grenades, which can be thrown back to take down the aggressors with Riot Shields. You can then grab a shield to make the battle on the far side of the drawbridge a little easier. If not, be ready to double-back and return to cover once you trigger the next wave.

Stealth Strategy: Citadel Visitor Center

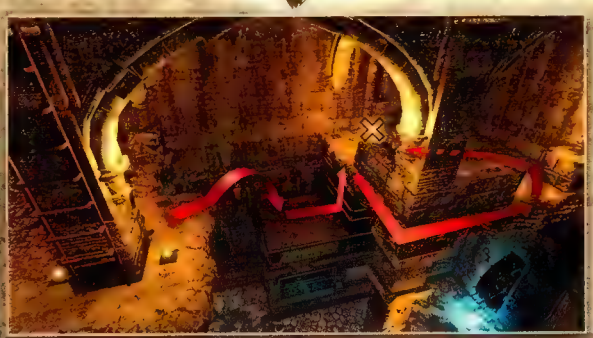
After climbing inside the visitor center, eliminating the five Agents with stealth kills will set you up perfectly for the rest of the chapter. If you are detected, use the Restart Checkpoint option to try again.

To begin, you actually need to arouse the suspicions of the guard on the platform to your left (one floor below your position) when you enter, but without allowing him to identify Nate. Stand on the edge of the platform overlooking him and wait. If you watch, he will run between two cover positions. Once he stops in the center of the floor area, your work is done; move out of sight quickly. This initiates a subtle change in the behavior of the Agents. They will now cease to move around, and the guard on the platform directly below Nate will emerge from his starting position. This is where the fun begins.

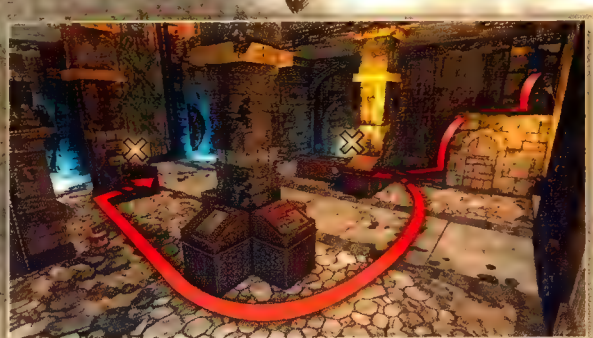


I. Press ○ to perform a drop-down kill on the guard on the floor directly below Nate. Collect his Mag 5, then return to the upper level via the broken staircase.

II. Back at your starting position, follow the route illustrated here to reach a ladder. Climb down, move around the right-hand side of the pillar and stealth kill the guard from behind. Be quick, as he's a little twitchy; be careful not to knock him over the edge of the platform. Collect the additional Mag 5 ammunition.



III. From the last kill, follow the route illustrated here, then climb up and attack the guard before he can react. Collect the grenade that he drops.



IV. Finally, jump back over to the floor where you performed the first stealth kill, then make your way to the corner directly below your starting position. Use the ledges to climb down, then take cover behind the pillar. Perform a cover stealth kill on the nearby guard, then use cover elements to sneak over to the final guard. The "bonus" shotgun that he drops is attractive, but isn't really suited to the battles ahead: stick with the AK-47.

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Stealth Strategy: Citadel Keep Entrance

I Perform a drop-down kill on the first Agent, then snap into cover behind the second before you dispatch him. Wait at the edge of this stone block for a third Agent to arrive, then run behind him to perform a silent takedown when he turns to walk away.

II Snap into cover in this position, then wait for the Agent to approach you. Strike when he draws near, then immediately run directly ahead and climb onto the outside of the wall while the patrolling guard directly ahead is elsewhere. Traverse to the left until you reach a guard with his back to you then, after ensuring that the patrolling Agent is looking away, perform a pull-down kill.

III When the coast is clear, climb up and sneak to this pillar; snap to cover and wait. When the final Agent approaches, slam him into the wall. Two further Agents will slowly walk along the tunnel to stand outside the entrance. You can dispatch these in any way you deem appropriate, though quickly positioning the nearby propane tank underneath the archway presents an opportunity to score kills towards the Pro-pain Trophy (see page 167).

(I) After dispatching the first Agent in the covered walkway, return outside and head up the staircase. When you reach him, follow the guard here down the steps before you perform the stealth kill. Collect the nearby G-MAL ammunition.

(II) Hang from the ledge here, then release Nate's grip to land on the Agent and disable him instantly.

(III) Wait for this Agent to walk away from the ledge, then run over and hang from it for an easy pull-down kill on his return.

(IV) Make your way back to the position by the stairs. After climbing the wall, watch this Agent from the window to get a clear sense of his position before you jump through. You may find that it safer to take cover behind the pillar inside before you eliminate him. Collect the nearby G-MAL ammunition.

(V) Move out onto the balcony. Move to the right of the low wall and press ○ to perform a drop-down kill on the guard who walks beneath. Once again, pick up the G-MAL ammunition that he drops.

(VI) Finally, approach this last guard carefully and wait until he turns away before sneaking up behind him. With plenty of G-MAL ammunition and a full 14 Mag 5 bullets, the second part of the courtyard battle will be far less difficult.

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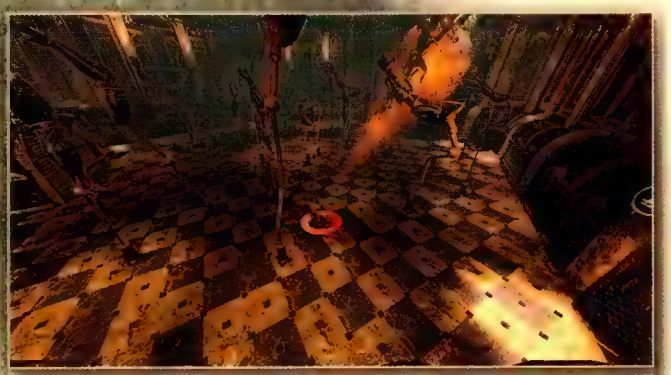
General Tips

- **Chapter 10:** In the marketplace brawl, fighting close to the tables full of fish will enable you to knock standard Agents out with a single wet slap.
- **Chapter 11:** In the fight at the bottom of the well, an effective strategy is to run in a constant circle at the outside of the room, blindfiring at opponents as you pass them. If you can pick up grenades, toss them into the central area to weaken opponents as they arrive.

Puzzle Solutions

Temple Entrance Puzzle Solution

West Wing Cog Puzzle Solution



East Wing Perspective Puzzle Solution

Crushing Strategy: Breakers Yard

- We won't sugar the pill: this can be brutally difficult on Crushing. The key to beating the enemies ranged against you is to make good use of tools hidden in the environment. The accompanying map reveals the positions of all noteworthy firearms.

- The M32-Hammer located in the bottom of the map (close to the Treasure) has an unusually high allocation of 10 grenades. If you head here from the start, use stealth kills to dispatch the first two patrolling guards you encounter during the journey. Swim through the hole to your right when you reach it, then climb up to reach the weapon.

- It's not a foolproof strategy, but eliminating the guard on top of the first boat with a stealth kill will reward you with a Dragon Sniper. Collect this, then jump into the water and swim to the far end of the area; you will need to submerge at certain positions to avoid patrols. Climb up through the hole in the boat and eliminate the guard on the deck with a silent takedown. From here, you can ambush the pirate at the back turret and turn the fixed weapon on the enemies in the area. You can eliminate several opponents immediately, though be wary of grenades and opponents arriving to your right (and one individual who may pop up from the left). The Dragon Sniper will enable you to pick off assailants that you cannot hit with the turret. If things look grim (especially when armored shotgunners arrive), you can find an RPG-7 with three rockets below this platform, or make a break for the M32-Hammer mentioned above.

- Don't forget that you almost always have an avenue of escape in case of emergency: dive into the water and submerge beneath the surface as you swim to a new position.

Stealth Strategy: Docks

I Drop down from your starting position and run straight to the first pirate to perform a quiet melee kill from behind. Now run at the narrow water canal just ahead and start swimming toward the small bridge to your right.

II Dive below the bridge here and swim beneath the surface until you are level with the guard on your left, then pull him down. Be quick: if you do not neutralize him immediately, he will set off on patrol.

III Jump to the next floating platform and silently take down the next assailant.

IV If you have moved purposefully to this point, make a brief pause here until the next pirate in line looks away. As soon as he does, run to him for an easy kill.

V Now jump into the water and swim to the platform with the final guard. If you don't waste any time, you should reach him as his back is turned to you, offering you an easy pull-down opportunity.

Crushing Strategy: Ballroom

This can be a witheringly difficult fight on Crushing. The following strategy isn't perfect – in fact, this confrontation appears to have been designed specifically to confound any attempt to formulate a foolproof strategy – but it's reliable enough with a little practice.

I Run over and perform a stealth kill on the pirate who sits on the covered craps table. You don't have a second to spare here: you must then move at full speed down the stairs and perform a silent takedown on the pirate walking to the left before he reaches the small blue container on the floor, to the right of the crate. Press ◻ just before you reach him to save a fraction of a second. If Nate is discovered, use Restart Checkpoint to try again. This may take a few attempts to perfect.

II You can optionally sneak over to this position, snap to cover, and wait for the pirate on the right to walk past for a third stealth kill. This isn't essential and – given the difficulty of the imminent battle – may be a step you wish to skip if forced to repeat this battle on numerous occasions.

III Sneak over to the pirate standing by the piano and perform a stealth kill. Immediately collect your prize for this stealth-based start: an M32-Hammer. Move to the next waypoint without delay.

IV Snap into cover behind this crate. This is the most dangerous point in the battle. You have two armored shotgunners moving to your position, in addition to standard pirates on either side. Use grenades or the M32-Hammer to dispatch the former, and your sidearm to take out the latter; to easily kill the pirate who usually takes cover off to your left, shoot the acetylene tanks. If you can save at least three shots in the Hammer for later, all the better.

V The death of the final assailant in this opening wave triggers the arrival of opponents on the balcony above. From this point onward, you will restart at a mid-battle checkpoint that places you close to the stage. As the balcony area is packed with snipers and a grenadier at the center, you should run back up the stairs to hide beneath them, out of range. A number of opponents, including two armored shotgunners, will now periodically drop from the upper level to engage Nate. Stay in cover and deal with each of these carefully.

VI When you are confident that no more hostiles remain to drop from above, carefully inch out to deal with the two snipers at both ends of the balcony, followed by the grenadier at the center. There should now be one final sniper to deal with. All that remains is to defeat the three pirates who arrive to open the exit to the ballroom. We suggest that you pick up the M32-Hammer dropped by the grenadier to use in the battle inside the ship's hold.

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- **Chapter 14:** On the cruise ship, the tools you need to defeat the armored Brute on Hard and Crushing are provided by stealth-killing the first two pirates you encounter. One drops a Pistole, while the second surrenders a grenade. After neutralizing the initial wave of pirates when the scaffolding collapses, run over to the far side of the area where the Brute arrives. Stun him with a single grenade at his feet, and you can then finish him off with the pocket shotgun. If he doesn't fall after your first two shots, just run in tight circles around him while adjusting the camera to pepper him with blindfire. If you are quick, this will enable you to skip an entire wave of opponents, including the grenadier on the upper walkway. Grab the PAK-80 and retreat to cover before a final handful of pirates arrive.

- **Chapter 15:** In the battle inside the ship's hold, your positioning really matters on Crushing. You will need to alternate between cover on either side of the central bank of containers between the three distinct waves: start on the near side, take refuge on the far side after the first four pirates have been dispatched, then return to your original position for the final attack. If you brought an M32-Hammer from the ballroom confrontation, this shouldn't be too difficult to beat.

CHAPTERS 16 AND 17

General Tips

- **Chapter 16:** Performing stealth kills on the two guards at the start of One Shot at This will give you a grenade and a Mag 5.

- **Chapter 16:** Before you shoot the locks on the shutter, stack propane tanks to the right of where the vehicle arrives. Shoot one of these as your opponents file past, and you can kill the majority of them with a single bullet. The Mag 5 will help you to make light work of those that remain. Retrieve your Silenced Pistol afterwards.

- **Chapter 16:** After breaking the second gate, tackle the left and right guards with stealth kills in that order, then quickly sprint over to the third to engage him in a fistfight before he can open fire. Collect the Silenced Pistol ammunition before you continue through the open window.

- **Chapter 17:** In the fight on board the cargo plane, take cover to the right and concentrate only on killing Desert Agents who approach your position. The others can be safely ignored.

Stealth Strategy: Airport

Avoiding the full extent of this confrontation can be a blessed relief on Crushing. If the alarm is raised at any point, pause *immediately* and select Restart Checkpoint. If you engage any of the additional opponents who arrive, there's a high probability that you will be moved to the mid-battle checkpoint – necessitating a seriously tough fight or a chapter restart.

I Wait for the guard patrolling on the left to set off away from the garage entrance, then shoot the stationary guard directly ahead with a Silenced Pistol headshot.

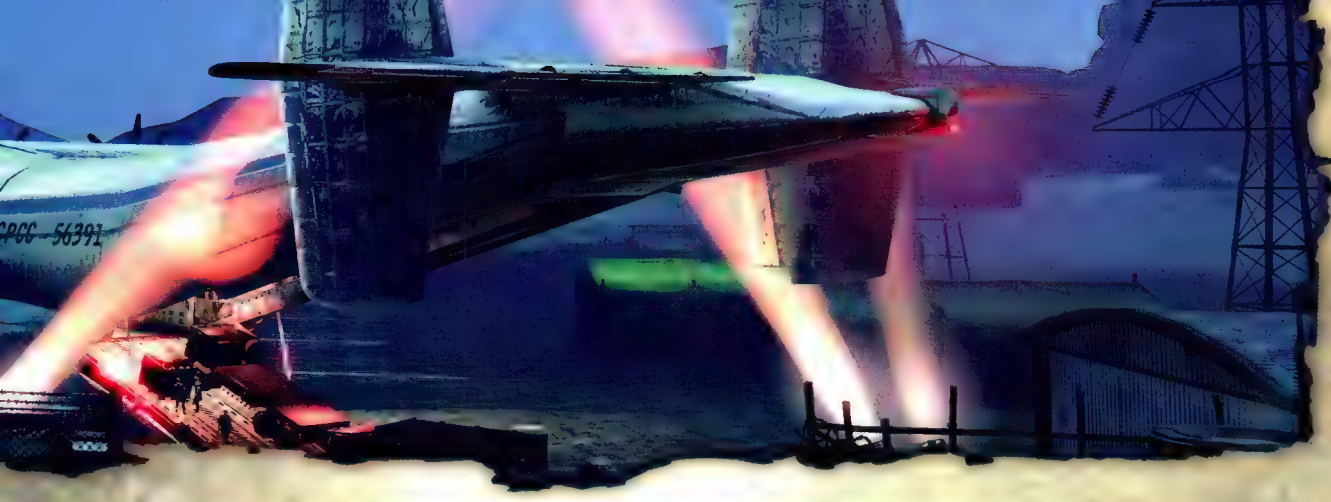
II Immediately run to the left and perform a melee takedown on this second guard; once he falls, continue straight ahead and do the same with the next opponent in line.

III Climb inside this empty trailer, run to the end, then angle the camera to observe the two patrolling guards on your right. When they break off in different directions, follow the individual who heads to the left and intercept him behind the shipping container. Staying close to the outer wall, return to your start position. The faster you move, the easier the final takedowns will be.

IV Move through the two empty trailers, then look for the guard patrolling in the central area. If you have moved without stopping at any point, you can drop down and deal with the two stationary guards here straight away before his circuit causes him to face in your direction. If not, wait in cover for him to draw near, then strike out at his two oblivious allies when he walks away.

V The guard who patrols the center stops and faces away from Nate at this position. This is the optimal time for a melee finish or Silenced Pistol headshot.

VI Last, but by no means least, you must lure one of the two guards standing together by the area exit over to this position by the car covered with a blue sheet. Briefly move into the open to the right of the vehicle to attract attention, then duck back out of sight. When one of the guards walks over to investigate, perform a melee takedown from cover once he moves within range. You can then travel to the final waypoint marked on our map to line up a Silenced Pistol headshot on the sole remaining hostile.



CHAPTERS 18 TO 20

General Tips

- **Chapter 19:** The start of the first battle in the abandoned settlement is especially fraught on Crushing. After obtaining a weapon, you can evade the shotgun user by hiding inside the ruined building on the left. Later, when the Desert Agents burst through the gate, you will find it easier to retreat to the steps and then pick them off from a safe distance.

- **Chapter 19:** If you should die in the battle on the rooftops, the Mag 5 in the room behind your position will respawn. This can be handy.

- **Chapter 19:** In the courtyard battle, watch for enemies in cover behind the support pillars preparing to throw grenades. A single accurate shot before they can hurl the explosive will solve two problems at once. Try to kill all other enemies before you send the vehicle crashing to the ground. If you are restarted at the mid-battle checkpoint after neutralizing the turret, consider making a dash to collect the PAK-80 from beneath the wooden bridge. Even the armored opponents in the final wave will fall quickly to a barrage from this weapon.

- **Chapter 20:** In the Caravan truck battle, always take the time to destroy all motorcycles while you are on board the vehicles. It's safer to approach each pair of trucks from one specific side, then leap onto the outer edge and eliminate the opponent on board with a pull-down kill or pistol blindfire.

- **Chapter 20:** In the Desert Ruins confrontation that ensues after the truck battle, there is scope for a little creative stealth at the beginning. Grab the T-Bolt Sniper as detailed in the walkthrough, then creep over to the truck on the left and eliminate the lone Agent with a stealth kill. Wait until the armored opponent turns away and perform a silent melee take-down on the enemy standing behind the metal crate. He drops an M32-Hammer, which makes it far easier to quickly bring down the armored foe and the Brute with the PAK-80. Once you have this powerful weapon, it's just a simple case of being thorough and methodical until you reach the gates. If you managed to get through the battle without dying, you should take an M32-Hammer with you into the Atlantis of the Sands. On Crushing, this will make a monumental difference to the difficulty of a forthcoming battle. If this isn't available, grab the T-Bolt Sniper from the truck instead. A Tau Sniper will also help.

CHAPTERS 21 AND 22

General Tips

- **Chapter 21:** In the confrontation by the elevator at the start of The Atlantis of the Sands, use the recommended weapons carried here from the aftermath of the desert battle. If you do not have explosives or sniper weapons, you must instead race for the M32-Hammer and Tau Sniper; toss a grenade at the Fire Spirit who stands in your path to stop him from firing as you pass. Use the RPG-7 to weaken the Fire Spirits inside the elevator when it arrives. If you are very low on ammunition when the second wave attacks, it may be worth your while to deliberately commit suicide: the grenade and rocket launchers both respawn when you restart at this mid-battle checkpoint.

- **Chapter 21:** When the three Fire Spirits arrive from the elevator in the second encounter, take an aggressive approach to the battle to prevent a scenario where one can flank you. Blast the Djinn carrying a shotgun with a M32-Hammer round before he reaches you, then follow this up by tossing a grenade or two while he lies prone. Dispatch the next closest opponent in the same fashion, and the third should be relatively easy to beat. The short confrontation that follows through the gate, however, will probably see you short on ammunition. Take cover behind the low barrier, and focus exclusively on blindfire barrages when these opponents draw near, especially when they move behind your place of refuge. This will usually compel them to teleport elsewhere.

- **Chapter 21:** Surprisingly, the final Fire Spirit battle is possibly the easiest of the three, despite the numbers ranged against you. Grab the Tau Sniper or RPG-7 on your left, and you can dispatch the shotgun-carrying Shade immediately. From this point, the best tactic is universal to all difficulty levels: move between cover positions to reach each weapon, then unleash them with full fury on the closest fiery foe.

- **Chapter 22:** The G-MAL is well suited to most battles in the final chapter (The Dreamers of the Day). After riding the first lift down, grab a Tau Sniper (plus ammunition dropped by the snipers) and save it for a later confrontation. Eliminate the grenadier to the left first when you return outside, then shoot the armored shotgunner whenever he attempts to throw a grenade; save the Desert Agents in the doorways until last. Be very, very cautious when you tackle the Agents stationed on the outer wall: inch out carefully and deal with them individually.

- **Chapter 22:** In the final melee battle, press Ⓐ to foil Talbot's attempts to stamp Nate's fingers when you hang from the edge of the platform. The need to do this isn't entirely obvious with the button prompts removed on Crushing.

UNCHARTED 3: STORY RECAP

While the principle theme of Uncharted 3 is deception, it is an obsession – in the form of Nate's longstanding fixation with his adopted ancestor, Sir Francis Drake – that drives the story between each sleight of hand, falsehood and misrepresentation to reach its final revelations.

Though it is unclear how a young Nate came to arrive in Cartagena, it soon becomes apparent that his visit is no accident. His intended theft of Drake's ring and what appears to be an astrolabe from the city's maritime museum brings him into contact, be it chance or fate, with Victor Sullivan (a thief for hire) and Katherine Marlowe (a senior member of a British secret society with a vested interest in Sir Francis Drake's history). Despite being in the pay of Marlowe, Sullivan – a thief, yes; a cad, yes; but not bereft of a moral core – intervenes to save Nate's life as he attempts to flee with the ring. Intrigued by the teenager's knowledge, wit and resourcefulness, he proposes to take him under his wing.

The encounter with Katherine Marlowe has a profound effect on Nate, and he harbors a desire for one-upmanship that abides into adulthood. Without the astrolabe (which is in fact a cipher disk), Nate cannot solve the mystery of Sir Francis Drake's protracted voyage through the East Indies; denied the ring, Marlowe's shadowy organization is frustrated in its search for Iram of the Pillars.

This stalemate lasts for many years until the opening scenes of Drake's Deception, where Nate, with the assistance of Sully, Chloe and Charlie Cutter, orchestrates an elaborate subterfuge. Though Talbot, Marlowe's right-hand man, arrives with a substantial payment to purchase Drake's ring in good faith, Nate's true goal is to track down Marlowe – and, by extension, the cipher disk.

With the exception of a few unanticipated bruises, the con is a success, and Nate enters a secret subterranean library where he retrieves the antique cipher disk (designed to reveal a message with Drake's ring inserted), a map, and a journal belonging to T. E. Lawrence, the famed Lawrence of Arabia.

Later, the four conspirators consider the clues at their disposal. Sir Francis Drake, Nate reveals, was commissioned by Queen Elizabeth and her closest advisors (famed mathematician and occultist John Dee, and her spymaster, Francis Walsingham) to travel to Arabia to locate a legendary lost city. Though known under many names throughout history – Ubar, the City of Brass, Iram of the Pillars – this "Atlantis of the Sands" is believed to contain treasures of untold value. Drake's voyage was just one of many expeditions throughout history, with documented attempts to find it dating back to the Crusades. It was also a passion of T. E. Lawrence, who dedicated many years of his life (which he perhaps lost as a consequence, after coming into contact with Marlowe and Talbot's predecessors) to his search for the hidden city.

Armed with information gleaned from Lawrence's research, and knowing the Atlantis of the Sands to be situated somewhere in the Rub' al Khali desert, the story then takes Nate and his companions to France and Syria in the search for clues leading to its exact location. However, having lost track of Nate (and Sir Francis Drake's ring) for so many years, Marlowe and her agents spare no expense in shadowing their every move.

It appears that Marlowe's secret society has existed since the Elizabethan era. Built on the foundations of the Queen's once extensive spy network, this hermetic order still remains true to its original *modus operandi* of seeking power not through direct conflict, but through espionage, manipulation and fear. The cult is very old, remorseless in the pursuit of its goals, and – as demonstrated by Marlowe's attempt to execute Cutter – capable of great cruelty. After a narrow escape from the clutches of its agents in Syria, Chloe asks to have no further involvement in Nate's increasingly quixotic venture; Cutter, reluctant to quit but lucky to be alive, bids farewell, in order to convalesce.

The clues found in the abandoned French chateau and Crusader citadel lead Nate and Sully to a city in Yemen, where they meet with Elena, now working in the region as a foreign correspondent. While happy to help the pair, ostensibly visiting to conduct "historical research", Elena effortlessly intuits Nate's true motivation. Though she pleads with him to abandon his potentially deadly obsession with Sir Francis Drake's journey and forget his longstanding enmity with Marlowe – if not for himself, then for Sully – he remains unmoved by her arguments.

Beneath the city the trio finds a hidden temple, the final leg of Sir Francis Drake's expedition before his return to England, and gain a grim insight into the explorer's reticence to share his findings with Elizabeth, Dee and Walsingham. Elena observes that the place appears designed to deliver an unambiguous warning. Inside the ancient planetarium that reveals the precise location of the City of Brass, committed to memory by Sully, a collection of wall reliefs wordlessly communicate a tale of wealth and luxury transformed into death and decay. But where Drake once saw reason to turn back, Nate is resolute in his desire to continue.

On their return to the surface, Drake is hit by a drug-laden dart that causes him to hallucinate and panic; fleeing from Sully and Elena, he staggers insensibly through the city alleyways. He later regains consciousness to find himself face to face with Marlowe who, having already questioned him in his suggestible narcotic stupor, torments him with her knowledge of his true background. Though Nate briefly escapes the clutches of Marlowe's henchmen, pursuing her lieutenant Talbot through the streets, Nate is knocked cold in an ensuing brawl.

With Sully – the only individual to know the precise location of Iram of the Pillars – kidnapped, the order have no further need of his protégé. Nate is given to a mercenary in their employ, the pirate leader Rameses, to dispose of discretely.

Only the avarice of Rameses, who also wishes to find the Atlantis of the Sands, saves Nate's life. Led to believe that the pirates are holding (indeed, torturing) Sully, Nate escapes from captivity and, against incredible odds, embarks on a trail of devastation as he seeks to rescue his friend. After an astonishing escape from a stricken cruise liner in a violent storm, Nate returns to Elena to learn that Marlowe and her men -- with Sully -- departed two days previously, their convoy now deep inside the Rub' al Khali. However, the reporter has a plan: Marlowe's small army requires airdrops of supplies to be delivered to the desert. By sneaking on board a cargo plane at the airport, Nate might just arrive in time to save Sully's life.

Though Nate manages to hitch a ride on the plane, the manner of his arrival makes his discovery inevitable; following a fight with the agents on board, the plane crashes deep inside the Rub' al Khali. After a torturous journey through the seemingly endless dunes, the exhausted Nate stumbles upon an abandoned settlement, now occupied by Marlowe's agents.

Rescued by a Bedouin sharif named Salim, Nate shares his tale – much to the alarm of his savior, who cautions that the lost city must remain sealed forever. He relates a legend of the powerful Djinn, "Demons, born of smokeless fire", imprisoned in a vessel of brass and cast into the depths of the damned city by King Solomon three thousand years previously. Salim believes that if the English cultists unleash the Djinn, the consequences will be dire – and agrees to assist Nate.

After intercepting the convoy's rearguard in a daring horseback pursuit, Nate rescues Sully, and the pair – separated from the Bedouin in a violent sandstorm that almost seems to shield the city's entrance from the outside world - finally enters the City of Brass. After taking in the awe-inspiring vista, Nate drinks deeply from a pool of water… and the true curse of the Iram of the Pillars is revealed. He experiences a vivid and terrifyingly protracted hallucination in which Sully is killed, and he must fight against malevolent fire demons.

After coming to his senses and reconvening with Sully, the enormity of Marlowe's plan becomes deathly apparent. There truly *is* a vessel of brass that poisoned the city, located deep inside the spring that once sustained it. Whether corrupted by the wickedness of the Djinn, or something altogether more worldly in origin, it is this object that exudes the psychotropic agent that caused Nate such anguish.

With the substance contained within at their disposal, there is no telling what misery or mayhem Marlowe's ancient order might seek to perpetrate. While the British cultists attempt to extract the vessel from the depths, Nate makes an explosive intervention while saving Sully's life. As the city is sucked into the very sands, they witness the death of Marlowe, and face the (ultimately impotent) wrath of Talbot during their escape.

In the final cinematic, Sully returns Nate's wedding ring, and the two join Elena to board a plane and embark, we can only hope, on a new story yet to be told…

UNCHARTED: STORY ANALYSIS & INTERPRETATION

In this section, we look at a selection of mysteries and points of interest in the Uncharted story to date.

UNCHARTED: DRAKE'S FORTUNE

So what exactly was inside the El Dorado sarcophagus?

Though some could interpret a supernatural explanation, the mummified corpse actually carried a virus; an inexplicably powerful virus, granted, but one that could be grounded in scientific reality. To the Spaniards who found El Dorado, however, it must have seemed to be magic of a most baleful variety.

An interesting idea is that the pre-Incan civilization that built the statue designed it as a "Trojan horse" to destroy their aggressors, assuming that the acquisitive conquerors would find the golden idol irresistible. In returning it to their place of origin and discovering its terrible secret, however, they would unleash the awful biological agent within – potentially devastating their entire nation.

Are the creatures that attack Nate zombies of some description?

Many players have assumed that the mutants are more or less undead and, in thrall to El Dorado, exist only to kill those who approach the idol. However, the actual concept is that, while the virus certainly has a devolving effect on those infected, it does not entirely rob them of their cognitive faculties – or, more pressingly, their ability to reproduce. The creatures that Nate encounters in Drake's Fortune are not the original Spaniards, but the eventual scions of their mutated lineage. The totems Nate encounters on the island (and, later, the traps constructed in part with the wreckage of his plane) were actually created by the Descendants.

Is the Tree of Life supernatural?

A recurring motif in the Uncharted games is the idea that magic and science are merely different ways in which an individual might attempt to explain the world. As with the virus in Drake's Fortune, one could presume that the Tree of Life was in some sense magical. We know of countless plants with remarkable pharmaceutical properties, though, and there are many more yet to be discovered. The Tree of Life found in Shambhala, perhaps, was one such example.

Unlike Nate, who initially believed he was searching for a giant emerald (the Cintamani Stone), Lazarevic – like Schäfer – knew of legends that related the incredible regenerative power of the tree's sap. He didn't seek the Tree of Life for monetary reward or glory, but the promise of immortality.

Who – or what – are the Guardians?

The Guardians of Shambhala were probably once the men and women who created an isolated utopia, initially imbibing the young Tree of Life's narcotic, life-enhancing sap in small doses. As the tree grew larger, they became dependent on taking greater quantities, and could no longer leave; they were stronger, effectively immortal, but utterly addicted to its vascular outpourings.

Based on the safe presumption that discontinuing use of the sap would be deadly, this symbiotic relationship enabled the tree to grow unchecked while protected from potential threats. The Guardians were essentially bound in servitude, compelled to protect the source of the drug that sustained them. Isolated from outside civilization, the primitive Guardians dressed in terrifying costumes to deter those who might have discovered Shambhala (leading, it is implied, to the myth of the Yeti), and killed those who persisted.

Why does Shambhala fall apart?

Few players realized that every piece of plant life seen in Shambhala is in fact connected to the Tree of Life. It grew rampant with great age, its roots entwined with every part of the city. When Nate creates a chain-reaction of explosions in the confrontation with Lazarevic at the end of Among Thieves, the tree is killed; no longer anchored to the main trunk and roots, the surrounding landscape collapses.

What is the truth behind Sir Francis Drake's circumnavigation?

Drake claimed that it took months to sail through the East Indies during his famous circumnavigation, when it should have taken no more than a few weeks. Records of his voyage were declared classified by Elizabeth on his return to England. Official documents were falsified, and the surviving sailors compelled on pain of death to stay their tongues, to prevent sensitive information from falling into the hands of the rival Spanish.

Some believe that the discrepancy occurred because Drake actually attempted to find and navigate the Northwest Passage, the Arctic Ocean sea route that links the Atlantic and Pacific. Drake's Deception, however, implies that Sir Francis Drake was charged by Elizabeth and her advisors to make a stop in Arabia to find Iram of the Pillars, a lost city. They hoped that he might at least return with plunder and, if legends were true, a source of great power. On reaching a temple in Yemen, though, the explorer was deeply alarmed by the warnings he found there; abandoning his search, he lied to Elizabeth on his return to England. This event is the source of Uncharted 3's subtitle.

Who is Marlowe, and what is the purpose of her organization?

Marlowe is the head of a secret society that dates back to Elizabethan England. Sir Francis Walsingham, Principle Secretary to Queen Elizabeth, was a pioneer of modern espionage techniques, and created a spy network of remarkable reach and sophistication. Among his many innovations, he is believed to have recruited agents to operate in numerous foreign courts to gather intelligence and distribute misinformation. There is a famous portrait that shows the monarch wearing a dress where, if you look closely, you can see that it is covered with symbols of eyes and ears; a far from subtle warning to those who might conspire against the Crown's interests.

This spy network is the basis of Marlowe's order, with Walsingham, John Dee and even Elizabeth herself among its founding members. It has operated in secret throughout history, manipulating individuals and world events through the use of deception, drugs and "magic". In its post-Elizabethan form, it should not be regarded as an explicitly political organization; think of it more as a secret cult with clandestine motivations, in the style of the Illuminati. Marlowe harbored an ambition to restore the organization's power and, in a dream passed down through 400 years, sought to exploit the secret of the Atlantis of the Sands – an aspiration long frustrated by Nate's theft of Sir Francis Drake's ring in Cartagena.

So is Nate actually a descendant of Sir Francis Drake?

Whether affectation or biological fact, there is no doubt that Nate is insistent on the authenticity of his lineage – no matter how cynical others may be. We see the truth behind his explanation of how he came to possess his ring in Drake's Fortune – "I kind of inherited it," he told Elena, obliquely admitting to the theft – in the Cartagena flashback early in Drake's Deception.

No matter his precise heritage, there is at very least a thematic relationship between Nate and Sir Francis. They can each be said to have lived in accordance with Drake's motto of sic parvis magna, "greatness from small beginnings". Both are remarkable men of action who are as moths to the flames of noteworthy experiences and wondrous sights, despite their humble origins: Nate as an orphan, Sir Francis Drake as a commoner eventually knighted by his Queen.

What exactly is the Atlantis of the Sands?

Known under many names throughout history – Ubar, the City of Brass, Iram of the Pillars – the "Atlantis of the Sands" is a mythical lost city located in the Rub' al Khali desert. It was built over an underground spring that made it a miraculous, verdant settlement in the middle of a desiccated wasteland. Salim tells Nate that the city became a "place of evil" when Solomon imprisoned malevolent Djinn ("genies" of supernatural origin and made of pure fire) inside a brass vessel and cast it into the aquifer that fed the oasis.

We clearly see Marlowe's cultists attempting to retrieve a vessel from beneath the waters of Iram. Whether this vessel actually contains legendary Djinn or a natural psychotropic substance is left to the player's interpretation.

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Are the fire demons real? Why does Nate see them and not, for example, any other variety of demon or monster?

Thirsty and exhausted on arrival at the Atlantis of the Sands, Nate drinks the city's water and is – to paraphrase Chloe's appraisal of Cutter's state earlier in the adventure – "tripping balls" when he fights the creatures of fire. This was almost certainly inspired by his earlier conversation with Salim. In his highly suggestible state, Nate interprets his opponents as being Djinn, or at least an approximation conjured up by his addled mind.

As an orphan, abandoned at the tender age of five, Nate's foremost fear is to be alone – which, almost paradoxically, has made it almost impossible for him to form lasting relationships. Being his mentor, closest friend and essentially a surrogate father, Sully's death is the most traumatic event Nate can imagine. Though Marlowe argues earlier in the story that Sully perceived the young Nate as an opportunity, a "long con" of greater value than the commission she offered, Nate's most cruel hallucination shows that he sees no abiding truth in her unsentimental appraisal.

What's the deal with Nate, Elena, and the rings? Did they get engaged?

They actually got *married* after the events of Among Thieves. The revelation is perhaps a little subtle, but it's there: when Nate says "You're still wearing it," (referring to her ring), Elena's blunt response to Nate's observation ("It helps in this part of the world. Seriously, don't flatter yourself.") makes it clear that it is a wedding band, which she uses to deter aspirant suitors. The ensuing conversation perhaps best indicates why the marriage is on hiatus:

ELENA
I see you're still wearing yours.

NATE
What?

Elena gestures to indicate Francis Drake's ring hanging on the cord around his neck.

NATE
Oh, oh. Yeah.

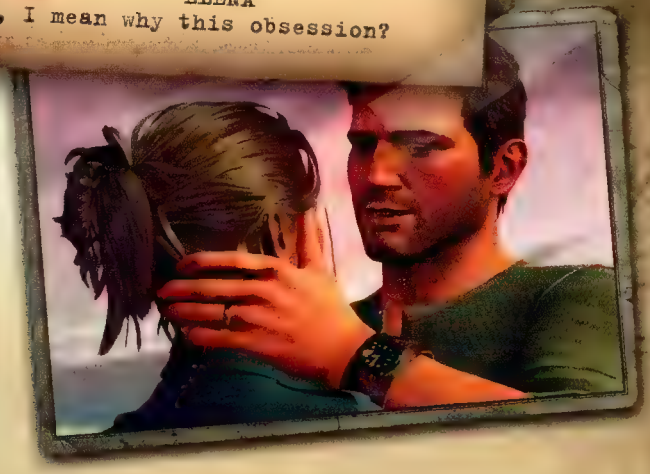
ELENA
That's what this is all about, isn't it?

NATE
You don't understand. I finally proved it. Drake lied about his route through the East Indies. Four hundred years ago, he came here.

ELENA
Why, Nate?

NATE
That's what we're here to find out.

ELENA
No, I mean why this obsession?



Though wealth eludes him at the conclusion of Drake's Fortune and Among Thieves, Nate on both occasions gains a treasure of great value in Elena… and, on both occasions, he blows it, walking out when his phobia of commitment drives the couple apart. Elena perhaps best understands Nate's existential fear: he's afraid of admitting who he really is, and almost obsessively takes refuge in an identity that doesn't truly belong to him.

The motto on Drake's ring has defined Nate's entire life; there's a sense that he has always walked backwards into his future, defined by his troubled childhood. In the closing cinematic, however, his reaction to his wedding band when Sully produces it – so much like the one belonging to Sir Francis, but lacking the motto; a blank slate – perhaps suggests that it might finally be "Nate", not "Drake", who accompanies his closest friend and wife to the plane before the closing credits roll.

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